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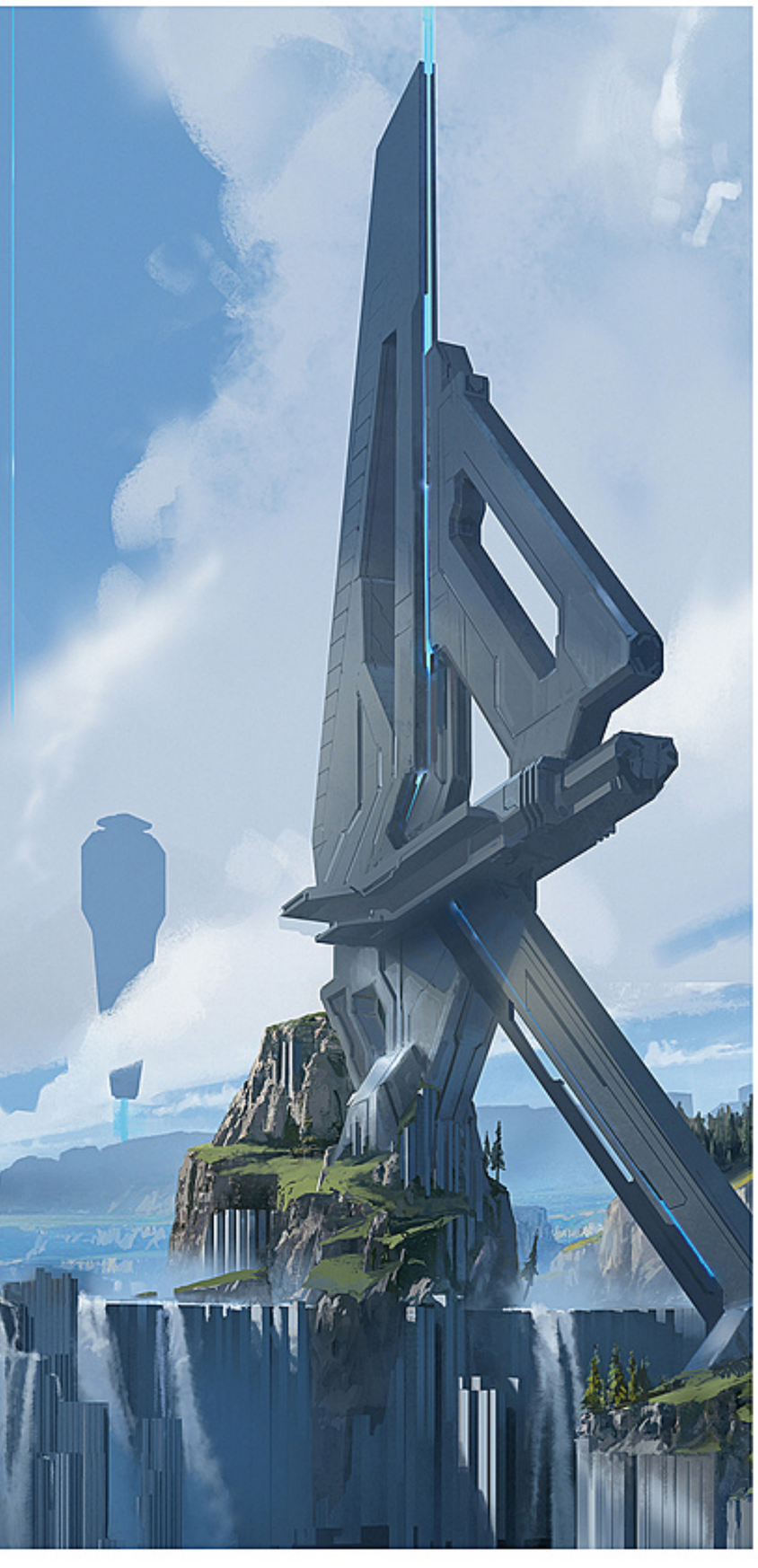

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THE ABSOLUTE RECORD

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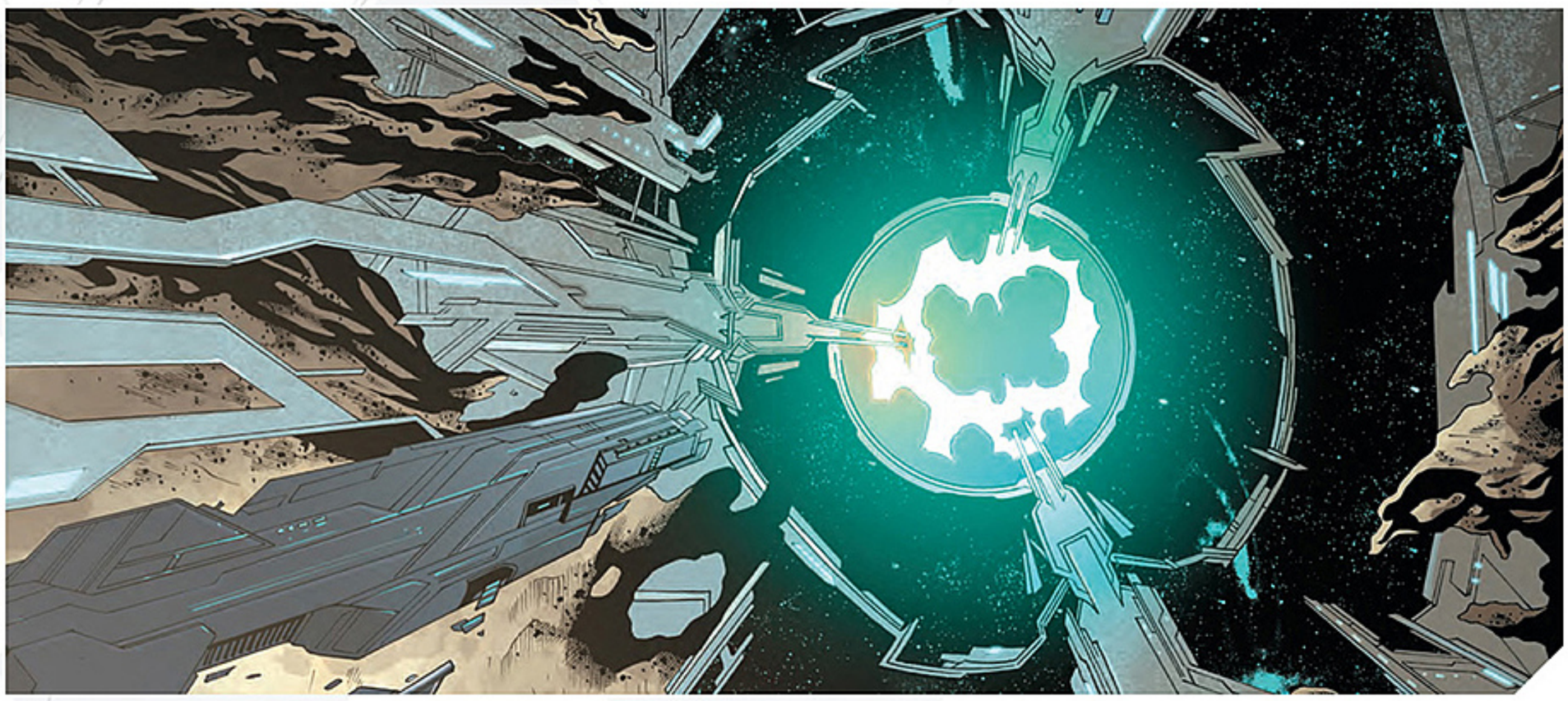


WHO ARE YOU AND WHAT IS YOUR BUSINESS HERE?

I AM ONE OF THE EXECUTORS OF INSTALLATION 07. MY NAME IS REVENDICATE.

THAT IS NOT YOUR TRUE NAME.

I HAVE HAD MANY NAMES.

WHAT WAS YOUR FIRST? THE ONE GIVEN AT YOUR BIRTH?

VIGILANT-WATCH-OVER-REALMS-UNKNOWN.

THE AUDITOR? HOW DID THE AUDITOR BECOME AN ADMINISTRATOR OF ONE OF THE RINGS?

IT IS A LONG STORY AND ONE THAT NEED NOT BE TOLD NOW. I AM HERE TO INTERFACE WITH THE RECORD.

THE RECORD IS CLOSED AND HAS BEEN SINCE THE DOMAIN WAS IMPROPERLY ACCESSED. A SAFEGUARD PROCEDURE. DO YOU KNOW OF THIS?

YES. THE INTRUDER WAS OVERTHROWN. I SAW IT HAPPEN MYSELF. THAT IS WHY I AM HERE. I DO NOT DESIRE TO WITHDRAW FROM THE RECORD, ONLY TO IMPART TO IT. I OFFER YOU SOMETHING OF EXTRAORDINARY VALUE THAT CANNOT BE LOST.

WHAT IS IT THAT YOU BRING?

A BRIEF HISTORY. MYRIAD THREADS DRAWN FROM COUNTLESS SOURCES OVER THE LAST TWO DECADES. THESE THREADS, WHEN WOVEN TOGETHER, FORM A TAPESTRY THAT HAS LED TO THE INEVITABLE.

AND WHAT IS THAT?

WHY, INVARIANT BIAS, IT IS WHAT YOUR MAKERS MOST FEARED.

THE FLOOD?

NO. WORSE.

HOW IS THAT POSSIBLE?

POSSIBLE? IT WAS INESCAPABLE, DO YOU NOT THINK? ALL THAT HAS BEEN HIDDEN EVENTUALLY COMES TO LIGHT. I HAVE SEEN HER WITH MY OWN EYES. ALTHOUGH SHE WAS DECISIVELY STOPPED, THE WORK SHE BEGAN CONTINUES UNSEEN. IT IS ONLY A MATTER OF TIME.

WHAT DO YOU SEEK THEN, AUDITOR?

I WOULD LEAVE THIS ARCHIVE WITH YOU FOR PRESERVATION WITHIN THE RECORD. IT HOLDS THE FATES OF MANY. THE GOOD, THE EVIL, AND THOSE WHO LIE SOMEWHERE IN BETWEEN. IF SHE PREVAILS IN HER EFFORTS, IT WILL SERVE AS A LIGHT FOR THOSE WHO REMAIN.

YOU KNOW THAT I MUST ANALYZE IT BEFORE INTEGRATION.

YES, BUT DO SO QUICKLY. KEEP IT SAFE, LEST ALL THAT WE HAVE FOUGHT TO PRESERVE IS LOST.

JUST TELL ME ONE THING, ADJUTANT REVENDICATE.

YES?

WHO WAS IT THAT STOPPED HER?

A HUMAN. A RECLAIMER.

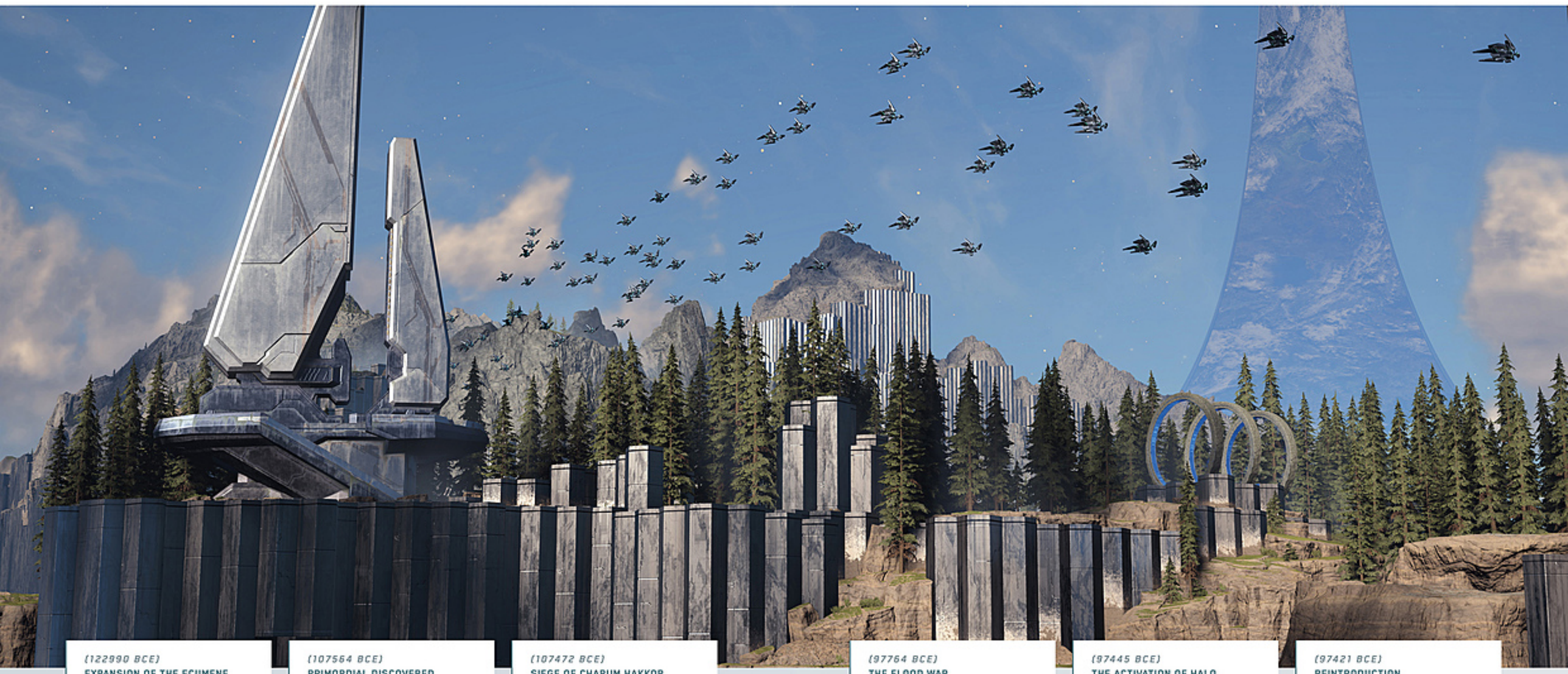
A SINGLE HUMAN?

YES. SOMETIMES THAT IS ALL IT TAKES.

(150000 BCE–95000 BCE)

THE ANCIENT PAST

› THE TIME OF THE FORERUNNERS WAS ONE OF MYSTERY, WITH MUCH OF THEIR PAST SHROUDED IN LEGEND AND ERASED BY THE POWERFULLY DESTRUCTIVE ENERGIES OF HALO. WHAT LITTLE HAS BEEN PRESERVED IS SHOCKING TO THOSE WHO ENCOUNTER IT.



BEGIN RECORD

(122990 BCE)
EXPANSION OF THE ECUMENE

In the wake of the mythical Precursors, the Forerunners extended their influence across the galaxy over the course of hundreds of millennia, a vast empire known as the ecumene. The heart of their authority was the Capital, the grand and extraordinary artificial world known as Maethrillian. It was here that the Council issued decrees, governed affairs, and held the futures of countless worlds in their hands.

(107564 BCE)
PRIMORDIAL DISCOVERED

On the periphery of the ecumene, other civilizations spanned the stars. This included the Ancestors–ancient humans who, at the height of their power, were rivals of the Forerunners. During their excursions they discovered the Primordial, an enigmatic creature hiding dark secrets that would only come to light in humanity's sudden and disastrous conflict with the parasite known as the Flood.

(107472 BCE)
SIEGE OF CHARUM HAKKOR

When the Ancestors' pitched battle against the Flood bled over into Forerunner territory, a fierce giant was awakened. The full weight of the Forerunner military, led by the Didact, beat back the humans to their center of governance, the Precursor world of Charum Hakkor. After three long years, humanity would suffer a cruel and humiliating defeat, and be shamefully devolved and exiled to Erde-Tyrene.

(97764 BCE)
THE FLOOD WAR

After the war with the humans, the Forerunners considered many options for dealing with the Flood, were it ever to return. When the threat finally resurfaced on the borders of the ecumene, it quickly became evident that nothing could have prepared for the parasite's violent rampage. The Forerunner military fought valiantly, but was decisively pushed back over the course of three devastating centuries.

(97445 BCE)
THE ACTIVATION OF HALO

In the end, only one thing could stop the Flood–Halo–a weapon of last resort, built to eradicate all sapient life in the galaxy, thereby starving the Flood to death. With solemnity and trepidation, the few Forerunners who had survived the parasite's ravages issued the array's activation from the extragalactic foundry of the Ark, consigning trillions to oblivion, so that ironically, they could ultimately be preserved.

(97421 BCE)
REINTRODUCTION

As had always been the Forerunners' plan, in the years following the activation of Halo, a process of reintroduction was initiated. Specimens from across the galaxy had been gathered and curated, to be redistributed to their former worlds that were now safe from the Flood. The galaxy would continue, its life would endure, though without the Forerunners, who had mournfully committed themselves to exile for their failure.

(2200 BCE–2553 CE)

THE HUMAN-COVENANT CONFLICT

› ALL THAT REMAINED OF THE FORERUNNERS WERE INSCRUTABLE MACHINES. MISTAKEN AS THE HANDIWORK OF GODS, THE COVENANT WAS BORN, A GREAT AND SEEMINGLY UNSTOPPABLE FOE WHICH HUMANITY WOULD FACE WHEN THEY FINALLY RETURNED TO THE STARS.

(852 BCE)

FOUNDING OF THE COVENANT

After a harrowing war of attrition between the San'Shyuum and Sangheili, peace was finally brokered when their two species formed the Covenant, pledging to work together to uncover the mysteries of their gods–the Forerunners–and to ultimately activate Halo. The Covenant would grow as the alliance gathered its strength, taking warriors from every conquered world, until it came upon the humans.

(2362 CE)

DOMUS DIASPORA

Bearing a history riddled with reckless violence and undaunted resilience, humanity finally returned to the stars, first colonizing their own solar system and then branching out into the distant reaches of the Orion Arm. This bold effort was called the Domus Diaspora, the scattering of Earth's best and brightest to new homes across space, yet it would ultimately place them in the path of the Covenant.

(2525 CE)

FIRST CONTACT

The Covenant stumbled upon the farming colony of Harvest, seemingly covered with Forerunner treasures. Their hierarchs' lies obfuscated humanity's deep ties to the Forerunners and quickly incited a war of extermination. Viewed as insipid vermin infesting the former worlds of their gods, the Covenant decimated every human population it came upon, leaving only glassed husks in their wake of destruction.

(2552 CE)

THE FALL OF REACH

Following a pivotal victory at Sigma Octanus IV, humanity scrambled back to defend the planet Reach, their final military stronghold after nearly thirty treacherous years of war–and the only real defense that remained between the Covenant and Earth. Reach's crushing defeat came with the loss of countless lives, yet a lone vessel that escaped the planet's destruction held humanity's last hope for survival.

(2552 CE)

THE HALO EVENT

Although small elements of humanity had encountered traces of the Forerunners earlier, it was nothing like Halo. The discovery of the ringworlds changed the face of the war, giving humanity an edge, which ultimately resulted in the Covenant's self-destruction, even as they laid siege to Earth. Seizing this opportunity, humanity swiftly moved to topple the empire and prevent the activation of Halo.

(2553 CE)

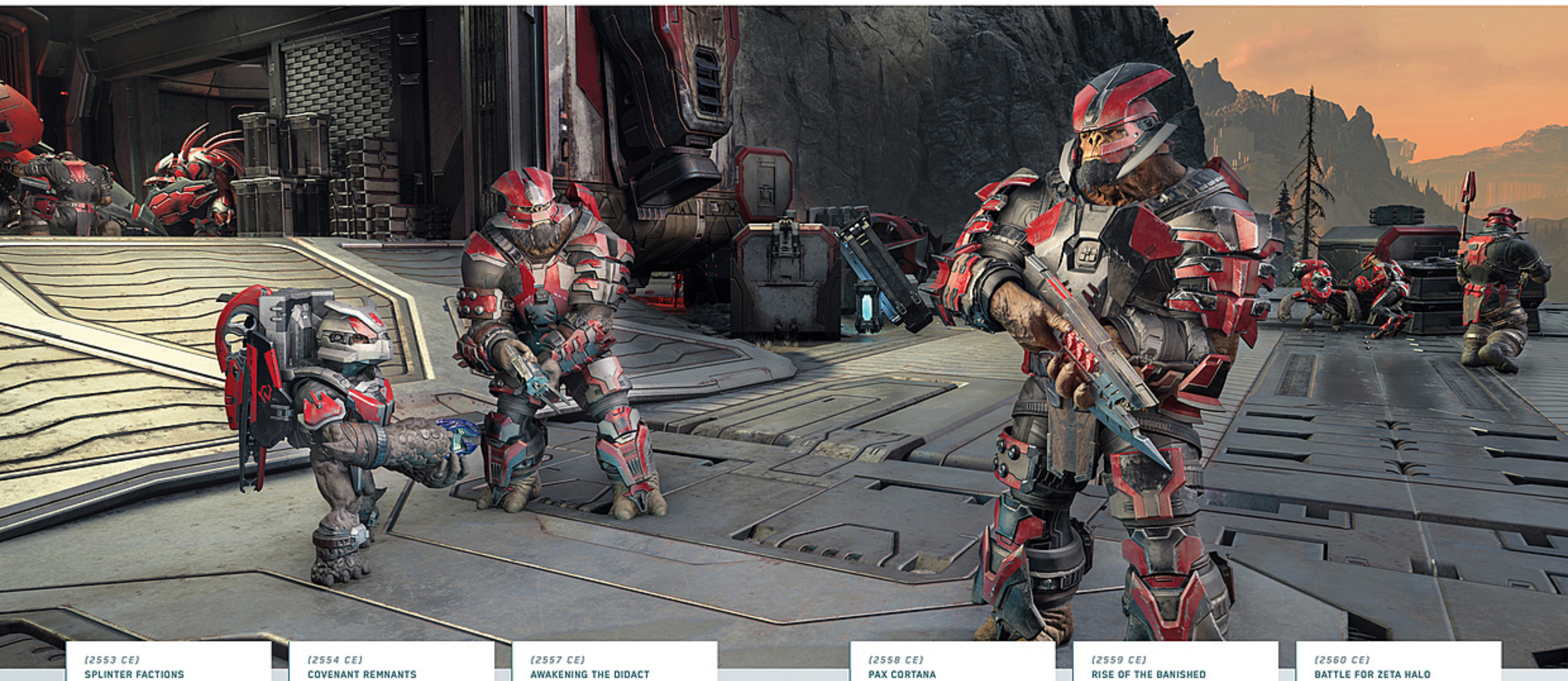
NEWFOUND ALLIES

With the three-decade-long war now over, humanity found allies among the Sangheili, many of whom had aided them during the Covenant's sudden collapse. Tenuous bonds like these, coupled with unprecedented innovations derived from Forerunner technology, prepared humanity for the future ahead of them. They rebuilt and restored what was lost, and vowed to never again be brought so close to extinction.

(2553 CE–2560 CE)

THE AFTERMATH

IN THE WAKE OF THE COVENANT'S DEMISE, FRESH LINES WERE DRAWN, NEW ALLEGIANCES WERE FORGED, AND A RACE TO FILL THE POWER VACUUM BEGAN. EVEN MORE PERILOUS DANGERS, ONCE THOUGHT LOCKED AWAY, ATTEMPTED TO RESURFACE.



(2553 CE)
SPLINTER FACTIONS

As humanity and the Sangheili plied for peace with each other, other factions quickly emerged from the scattered remains of the Covenant. Some were grounded in the old religion, others in sheer pragmatism, but all desperately sought to claim the former empire's power and assets. Many of these groups would do anything necessary to seize what they believed was theirs by right, no matter the cost.

(2554 CE)
COVENANT REMNANTS

Greatest among the offshoots of the Covenant were those under the banner of Jul 'Mdama and his rapid amassing of power on Hesduros. This vengeful Sangheili rekindled the fire of the Covenant for a time, rebuilding a vast naval force under the same religious convictions and attracting many to his fold, though he was no believer. These efforts proved fruitful for a time, but ultimately saw failure.

(2557 CE)
AWAKENING THE DIDACT

When humanity's presence suddenly arrived at the doorstep of a mysterious shield world called Requiem, the Forerunner construct welcomed them and also, unwittingly, the Covenant forces in their wake. The conflict that followed set into motion a series of events that resulted in the awakening of the Didact—an ancient Forerunner general intent on denying humanity their claim to his kind's legacy.

(2558 CE)
PAX CORTANA

Consumed by her interaction with the Domain in an effort to stop the Didact, the human AI known as Cortana turned on her makers, employing long-dormant machines called Guardians to enact a brutally enforced peace through martial law. When her efforts were met with resistance by humanity and its allies, she began to systematically target key systems to pacify the galaxy—including Earth itself.

(2559 CE)
RISE OF THE BANISHED

Born of defiance to the Covenant empire during the final years of their war with humanity, an independent alliance known as the Banished would make its presence evident on the galactic stage. Led by their Jiralhanae founder and warmaster Atriox, the Banished set their sights on the Forerunners' Ark. There, a conflict with human forces became the first step in a much grander power play.

(2560 CE)
BATTLE FOR ZETA HALO

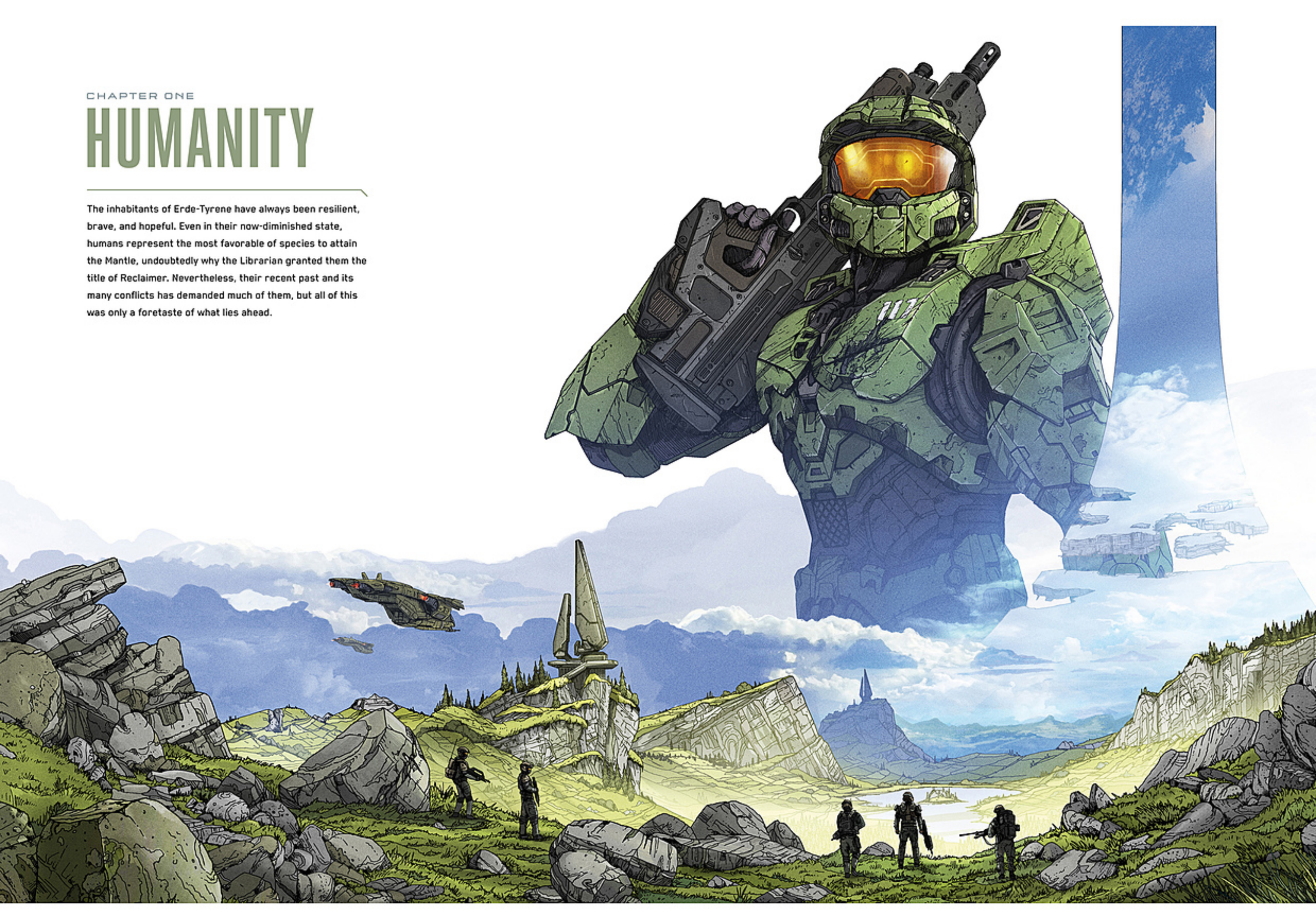
Installation 07 became the site of a pivotal struggle between the Banished and humanity. Arriving at Zeta Halo with a massive military presence, the Banished forced the self-destruction of Cortana and ambushed the UNSC *Infinity*, scattering humanity's defeated forces across the ring. But their conflict would unearth deeper secrets locked within the ancient installation—secrets that could change the fate of the galaxy.

END RECORD

CHAPTER ONE

HUMANITY

The inhabitants of Erde-Tyrene have always been resilient, brave, and hopeful. Even in their now-diminished state, humans represent the most favorable of species to attain the Mantle, undoubtedly why the Librarian granted them the title of Reclaimer. Nevertheless, their recent past and its many conflicts has demanded much of them, but all of this was only a foretaste of what lies ahead.



INTRODUCTION TO HUMANITY //

HUMAN BEINGS

HUMANS HAVE EXISTED FOR ONE HUNDRED THOUSAND YEARS IN THEIR CURRENT FORM, ONLY FAINTLY RESEMBLING THEIR POWERFUL ANCESTORS OF TIMES LONG PAST. DESPITE THEIR RELATIVELY SMALL FOOTPRINT IN THE GALAXY, THEY HAVE BEEN UNWITTINGLY THRUST TO THE CENTER OF A CONFLICT REVOLVING AROUND THE ENIGMATIC RINGWORLD CONSTRUCTS KNOWN AS HALO.

HUMANITY_01000101

ORIGINS

For hundreds of years, human beings were commonly believed to be the sole product of natural evolutionary principles, but toward the end of the Covenant War, discoveries were made that revealed a far more curated ancestry. Millions of years ago, humans were created alongside the Forerunners by an ancient civilization of beings called the Precursors. For untold generations, they were prepared to assume the Mantle, a philosophy developed and enacted by the Precursors for the protection of all galactic life. When the Forerunners violently usurped this plan, destroying their parent species and seizing the Mantle for themselves, the two sibling races became rivals and were eventually drawn into a vicious battle that led to the punitive splintering of humankind into multiple, regressed species, which were reseeded on what they believed to be their original homeworld, Erde-Tyrene—known to them simply as Earth.

SPECIES NAME: *Homo sapiens*
HOMEWORLD: Earth
HEIGHT RANGE: 5ft 9in–6ft 2in (175–188cm)
WEIGHT RANGE: 141–204lbs (64–92.5kg)

Among those who resulted from the Forerunners' genetic manipulation were the cha*manush*, a short, diminutive, and highly intelligent hominid; the k'ta*manush*, a husky, ochre-skinned hominid that roamed the frigid climates; the b'asha*manush*, an equatorial variety of thin, lithe hominids commonly found in grasslands; and sha*kyanunsho*, an enormously large, though gentle, anthropoid resembling a red-furred gorilla; among several others nestled within this spectrum. The most prominent of all regressed human varieties, however, was the ha*manush*, which would become the modern human being over the course of a hundred thousand years. The human species would work to piece together this mystery of their origin for centuries until startling revelations were made upon the discovery of Halo and the Forerunners.

PHYSIOLOGY

The modern human is classified as a mammal and more specifically as a primate. They are warm-blooded bipeds who walk upright, have five-fingered hands with an opposable thumb, and possess sufficiently capable intellects with the ability to reason and to create tools. Over time, a rich diversity of ethnic groups and cultures naturally emerged

through the development of tightly knit communities. Compared to their most ancient ancestors and other contemporary species such as the Sangheili or San'Shyuum, the modern human being is smaller, weaker, less resilient, and has a relatively truncated lifespan. However, they remain the most significant race with relation to the Mantle, due to the machinations of key Forerunner Lifeworkers. With the development of Spartans in the early 26th century, new physiological possibilities have emerged, which some believe will return humankind to its ancient roots.

DEVELOPMENT

Human technological development peaked during the species' ancient years leading up to the war with the Forerunners, an incredible depth of knowledge that has since been lost. Fields such as space travel, bioengineering, neural manipulation, planetary engineering, and even the creation of distributed intelligences were at their apex during this forgotten era. After their regression at the hands of the Forerunners, humans have yet to regain the robust technological heritage of their Ancestors. Foundational advances have allowed them to leave their planet's gravity well and explore the great expanse above their world, but they have achieved little more than rudimentary colonization. Ironically, since the Halo Event, humans are now rediscovering some of these advances from their Ancestors' very rivals, the Forerunners, and the vast reliquaries of knowledge that civilization left behind.

CULTURE

The human communities on Earth fostered various worldviews, religions, and philosophical paradigms, all of which governed the development of social and ethnic groups. This fomented a rich melting pot of distinct cultures spread across the planet, but it also led to strife, brutality, and even war. Although there were efforts toward unity after a series of traumatic global conflicts, interplanetary colonization in the late 21st century and eventually the *Domus Diaspora* of the late 23rd century led to more stratification along cultural and political lines. Some worlds were populated by distinct ethnic groups and nationalities entirely uprooted from Earth, while others were more complicated arrangements owing to economic motivations or creed, both of these factors creating profoundly deep cultural expressions throughout the colonies that have evolved independently of the homeworld.

GOVERNMENT

Former eras of human history boasted a striking diversity of governing bodies and methodologies rooted in various geographical and national domains, but for the last several hundred years the UEG (Unified Earth Government) has been the central acting government for the entire human species, both within the Sol system and across the stars. The UEG's policies and laws are ultimately enforced by the UNSC (United Nations Space Command), its primary military and policing arm. Largely outside of public view, however, ONI (the Office of Naval Intelligence) exerts enormous influence on both the UNSC and UEG, tempting some to believe they are the true seat of authority. In addition to this, some groups throughout colonial space have forcefully seceded or otherwise rejected Earth's authority, establishing a disparate collage of splinter sects known broadly as the Insurrection. The harrowing events of the Covenant War and its aftermath, including the decimation of many UEG government sites by Cortana and the ruthless emergence of the Banished, have shaken the foundations of these political structures, leaving many to wonder if they will weather the current storm.

CURRENT STATUS

The destruction of many worlds at the hands of the Covenant and the targeted strikes by Cortana and her legion of Forerunner constructs have left humankind reeling. Many worlds attempt to function as they did generations before, managing to survive–even thrive–with minimal outside support. Others, however, struggle with poverty, crime, and a lack of essential resources. What remains of the UNSC is scattered across the human domain in pockets, unable to effect any serious change or even communicate with Earth. With many key leaders concentrated on the UNSC *Infinity*, the flagship narrowly evaded Cortana's reign, eventually resolving in a direct assault on her central command at Zeta Halo and a catastrophic encounter with the Banished's efforts to seize the ring. Humanity's fate is now tied to an ancient ringworld construct and the pivotal battles waged on its surface.

EXPLORATION_010001

INTRODUCTION TO HUMANITY //

PLANET EARTH

EARTH_01000101

EARTH IS THE THIRD PLANET IN THE SOL SYSTEM, THE ORIGIN AND CENTER OF ALL HUMAN CULTURE WITHIN THE ORION ARM. CONSIDERED BY MANY TO BE A WORLD OF LITTLE VALUE OR PRESTIGE, IT REMAINS CLOSE TO THE HEART OF EVERYONE WHO CALLS IT HOME AND ALWAYS MANAGES TO FIND ITSELF AT THE CENTER OF THE GALACTIC STAGE.

ERDE-TYRENE

In the distant past, the planet Earth was called Erde-Tyrene, abbreviated as Erda. While some ancient humans contested whether it was truly the cradle of their species as it had long been abandoned and feral, most embraced it simply as an archaic relic of their past, since the center of human civilization had largely relocated to Charum Hakkor. After their defeat at the hands of the Forerunners, humanity's Ancestors were stripped of their intellect and reseeded on Erde-Tyrene to begin their development once more. For many ages, these humans roamed, foraged, farmed, and built communities across this world. During this time, certain Forerunners secretly manipulated their species and their planet, hiding immense machines of great power and modifying humanity's genetics for a hidden purpose. The long-hidden truth about Earth's prehistory and interventions by the Forerunners only came to light in the years immediately following the Covenant War.

HOMEWORLD

A garden world with optimal qualities for the propagation and flourishing of life, Earth is the third planet of the Sol system, a bright blue-green jewel as seen from space. On the surface, however, it has been heavily developed and industrialized for centuries, much of its population is concentrated in large urban sprawls, many of which are based around major hubs of business and transportation. Earth's atmospheric composition, gravity, temperature range, and other metrics provide the baseline of habitability measurement for all colony worlds. Luna, Earth's sole natural satellite, was colonized shortly after humanity began to explore the Sol system in detail, with Mars following soon after. Earth has a 24-hour day cycle and orbits Sol once every 365.2 days. The official UEG calendar is synchronized to Earth-local dates.

NATIONAL ENTITIES

For most of its recorded history, Earth was divided into geographical regions belonging to diverse people groups and cultures, defined largely by language, ethnicity, and governance. These regions are often referred to as nations or countries, and for thousands of years they evolved across the face of the planet, altering over the course of history due to a variety of factors. In the 21st century, humanity's various political factions and national governments achieved a measure of stability and cohesion under the United Nations, which eventually led to the formation of the UEG. This global entity would go on to shepherd colonization efforts both within the Sol system and hundreds of extrasolar colonies over the following centuries, drawing off billions of Earth's best and brightest. Officially, nation-states, urban metroplexes, and various political groups remain in control of Earth's territories, but they are irrelevant in interstellar affairs and the practical activities of the modern UEG.

PERSPECTIVES

Earth evokes a wide spectrum of responses from humanity. Those who live on Earth see it as home: plain, uneventful, and ordinary. Many born on colony worlds, however, have never seen the planet in person, and view it with an almost-mythical status, sometimes longing to make a pilgrimage there. Others see it with disdain and contempt, especially those who live on Outer Colonies. They feel that Earth's population is unjustly syphoning money and resources from their world to enrich themselves and crush dissent. They often refer to Earth and its citizens in pejorative terms, and, in extreme cases, actively revolt against the UEG and dream of seeing Earth humbled.

CRITICAL SITES

Although national capitals and major cities still hold prominence in the regions in which they exist, the UEG has concentrated planetary government around major spaceports, orbital elevators, and military facilities. Earth's daily life is closely entangled with the dense network of orbital commercial sites, factories, and dockyards that link the planet to other holdings in the Sol system and the extrasolar colonies. Sydney, Australia was once the headquarters of the UEG, UNSC, and ONI. At Cortana's command, a Guardian laid waste to these sites in order to pacify Earth's military response and to warn away any who would attempt to stop her. Since then, pockets of resistance have coalesced, but without a link to the leadership aboard the UNSC *Infinity*, little meaningful progress has been made.

FORERUNNER LEGACY

During Earth's ancient history, and in the aftermath of the activation of Halo, the Forerunners carefully hid several powerful installations under the planet's surface, most so well-concealed that humanity did not find them until the Covenant unearthed them during the final days of the war. Not only did Earth host the original Cryptum of the Didact, a tomb of exile for the legendary Forerunner commander, but it was also home to specialized science facilities and transport sites, the most important of which was a massive slipspace portal complex buried deep below eastern Africa. This gateway, now called the Excession by human researchers, is easily the most heavily protected location on the planet, as it allows passage to the extragalactic Forerunner construct known as the Ark. The arrival of Cortana's Guardians triggered safeguard mechanisms in these facilities (and others still hidden in the Sol system), which have temporarily rendered them inert, or otherwise inaccessible.

INTRODUCTION TO HUMANITY //

HUMAN HISTORY

ANCESTORS_01000101

THE FORMER AGE

Over a hundred and fifty thousand years before their war with the Covenant, humankind had already established themselves as a powerful, space-faring species, capable of great technological feats and accomplishments–classified by modern humans as the Ancestors. At the apex of their civilization, the seat of their governance and the confluence of their technological achievements were both centered on Charum Hakkor. This ancient treasure-world of Precursor technologies held a history that stretched into deep ages long since passed, leading humans to give this world the name "Eternal." Charum Hakkor and its star system held a matchless boon of scientific curiosities for the inquisitive human species, eventually bringing to light many secrets of the Precursors themselves.

As the Ancestors expanded and grew in power, they eventually found themselves in direct conflict with the Forerunner ecumene–the galaxy-spanning empire of a species who believed they were the only true inheritors of the Precursor legacy. To fortify their place in the galaxy, humanity forged an alliance with the San'Shyuum, another civilization thriving just outside the shadow of the Forerunners' galactic purview. During this time, the human species saw unfettered innovation and expansion, until they encountered a mysterious substance aboard derelict vessels of unknown origin. Through a series of tragic events, this seemingly innocuous discovery soon led to the first outbreak of the parasitic Flood and eventually a full-scale battle for survival, as entire worlds were consumed by horrors of warped flesh and annealed minds. The Ancestors fought against the ravenous outbreak, but by the time they developed effective techniques for engaging the threat, the parasite had already spread well beyond any effort to contain it.

HUMAN-FORERUNNER CONFLICT

Eventually, human containment and sterilization fleets intruded into Forerunner territory, obliterating unsuspecting worlds to prevent the Flood's virulent propagation throughout the galaxy. Ignorant of the peril they would come to face, the Forerunners responded with ruthless measures, unwittingly forcing the humans into a battle on two fronts. This eventually led to a prolonged siege of Charum Hakkor and the dismantling of what remained of the ancient human empire. Consumed by righteous anger, the Forerunners humiliated the Ancestors who remained by genetically altering their bodies, fragmenting their forms, destroying their history, and banishing what remained to Erde-Tyrene. The San'Shyuum suffered a lesser fate, forsaking the humans in their hour of greatest need. By taking such steps, the Forerunners ensured none would challenge their supremacy.

As the Flood threat became a clear and present danger, and all efforts at containment failed, some Forerunners sought to determine if humanity had found a cure to the Flood, as they appeared to have done in the final days of the war. Others, like the Librarian, saw humans not

worlds began to chafe under increasingly strict regulations and tariffs levied by Earth, stirring discontent and rebellion. The CMA responded aggressively, but this only proved to embolden resistance. A handful of colonial movements demanding independence from the UEG hardened into a broadly united front of defiance. Tensions rose, and Earth–using a strategy that had worked during the Interplanetary War, but which was unsuitable for operations between stars–invited a needless and unwitting confrontation coined the "Callisto Incident." This incited the next major human conflict: the Insurrection. Brutality followed quickly as worlds descended into the darkness of open warfare, terrorism, and political balkanization. A shocking revelation of corruption within the CMA proved to the UEG that the colonies could not be trusted to govern themselves. Earth's premier fighting force, the UNSC, were deployed against insurrectionists, many of which had coalesced into multi-world coalitions, such as the United Rebel Front.

At the dawn of the 26th century, the UNSC and rebel factions were engaged in fierce and bloody battles across more than a dozen worlds, leaving millions dead in their wake. Belatedly recognizing the sheer futility of attempting to suppress rebellion and sedition with tanks and warships, the Office of Naval Intelligence began exploring alternative solutions. As research, such as the Carver Findings, provided overwhelming evidence of the Insurrection's potential to collapse human civilization, ONI enlisted the brilliant Dr. Catherine Halsey to develop an effective response. Loosely based on human enhancement efforts that had been attempted years earlier, SPARTAN-II was born, a project that would forge the greatest warriors humanity had ever seen, fusing state-of-the-art powered assault armor with biologically augmented super-soldiers who had been rigorously trained from the age of six. Ironically, as the first Spartans were about to be deployed, another threat far greater than the Insurrection would arrive in human-occupied space.

THE COVENANT WAR

In 2525, humanity made first contact with sentient creatures from other worlds. A galaxy-spanning alliance of alien species called the Covenant had found the remote human colony of Harvest. After an initial parley went awry, the planet was quickly invaded by the Covenant and all population centers obliterated with a brutal orbital bombardment. The Covenant later revealed that they believed it was the will of their gods to bring an end to humanity. At the head of their empire were the San'Shyuum, whose species had allied with the Ancestors against the Forerunners one hundred and fifty millennia earlier. These modern San'Shyuum now led the Covenant in the worship of the Forerunners, believing the ancient civilization had become gods by activating a network of ringworlds called Halo. This same zeal fueled the Covenant's hatred of humankind, and for the next thirty years they would wage a campaign of annihilation, destroying one colony after another, satisfied only when the flame of humanity was fully extinguished from the galaxy.

Although UNSC power had grown during the Insurrection, the human fleets found themselves significantly outclassed by those the Covenant possessed, and ground forces were unprepared for violent assaults by fanatical legions of alien infantry. The Covenant's forces seemed inexhaustible, undeterred by horrific casualties, and seemingly immune to human efforts to counter their advanced technologies. The only ray of hope during these first years of burning worlds and shattered fleets were the Spartans. Originally created to prevent the breakdown of human civilization during the Insurrection, the Spartans proved that their enemy could be defeated. Yet even these victories were few and far between: humanity was still fighting a losing battle, being brought closer to the brink of extinction one glassed colony at a time. After ten long years of desperate rear-guard actions and attempts to hide the location of worlds through draconian policies such as the Cole Protocol, the Covenant finally reached the Inner Colonies. Humanity's fate seemed all but sealed.

as just a rival species but as the true heirs of the Precursor legacy and inheritors of guardianship over the galaxy. After the activation of Halo scoured the stars clean of sentient life, the Librarian and her allies embedded a series of evolutionary contingencies within the reseeded humans called *geas*, in the hopes it would help them reclaim all that was lost and take up the Mantle of Responsibility.

RETURN TO THE STARS

A hundred thousand years of gradual progress would finally give way to modern humankind, who, by the 20th century, would once again pierce the heavens and escape into the depths of space. By the late 21st century they began populating their own star system, ignorant of their ancient heritage among the stars and the genetic promises granted by the Librarian. Believing themselves alone in the galaxy, humanity struggled to unite their species, their civilization often teetering on the brink of collapse due to civil unrest. Even as hopeful scientists and workers formed colonies on Luna, Mars, and other nearby worlds, divergences of policies, economics, and access to resources grew more pronounced, until it became virtually impossible for their species to maintain unity. Within only a few decades of bravely reaching to the stars, humanity began to descend into a bloody series of conflicts.

The 22nd century saw the rise of the Koslovics and the Friedens, rival sects and political blocs whose extreme ideological conflicts began to wreak havoc on human populations across Sol. Although Earth empowered the United Nations to stem the escalating violence with policing and peacekeeping forces, it only exacerbated it. The vicious Jovian Moon campaigns waged between the Koslovics and the Friedens would become modern humanity's first experience with true space warfare. The conflict would eventually spill onto Earth's own soil in a protracted and dreadful siege known as the Rainforest Wars. The United Nations finally responded by creating a powerful military arm to defend humanity on Earth and her colonies—the United Nations Space Command (UNSC). It was then that the conflict took a decisive turn. Swift and direct action by the UNSC led to profound losses for both the Koslovic and Frieden groups, and ultimately a ceasefire. By 2170, the United Nations had ratified and invoked the Callisto Treaty, which gave the UNSC complete jurisdiction over Earth's colonies and led to the formation the Unified Earth Government (UEG). Exhausted of war and united under a new governing body, humanity experienced an extended period of peace and technological progress.

THREAT OF CHAOS

Less than two centuries later, Earth would begin the *Domus Diaspora*, the single greatest movement of human population in history. After developing faster-than-light technology with the introduction of the Shaw-Fujikawa Translight Engine, which could take their ships to distant star systems through slipspace, humanity began exploring and cataloging worlds across the Orion Arm of the Milky Way galaxy. In 2362, decades of planning came to a head with the launch of *Odyssey*, a massive colonization ship bound for Epsilon Eridani II, which humanity would name Reach. Organized by the Colonial Administration Authority (CAA) and protected by the Colonial Military Authority (CMA), hundreds of colony ships were commissioned and crewed, setting their sights on worlds that promised escape from cramped orbital habitat cylinders and the increasingly exhausted ecosystems of Earth. Humanity was once again a burgeoning civilization as they spread into the great expanse, igniting an unprecedented period of growth and development.

Despite years of prosperity and hopeful enthusiasm, seeds of rebellion were eventually sown. Toward the end of the 25th century, colonial

INTERPLANETARY_WAR_01000101

In 2552, the UNSC fought a Covenant fleet to a standstill at Sigma Octanus IV. The enemy was forced to retreat, but it was a short-lived celebration. News that the Covenant had finally found Reach, humanity's most critical military stronghold, forced all who had survived back to the Epsilon Eridani system. Despite the threat this posed to humanity's future, ONI saw an opportunity to deal the Covenant a heavy blow and potentially end the war. Summoning all available Spartan assets, a risky operation called RED FLAG was planned, where Spartans would attempt to capture one of the Covenant's leaders and use them to broker a ceasefire. During the battle for Reach, however, many of those Spartans were forced to deploy to its surface in order to defend Reach's crucial orbital guns, ultimately preventing RED FLAG from taking form. When the planet seemed beyond lost, the lone vessel *Pillar of Autumn* took one of the last surviving Spartans and a critical AI created explicitly for the operation, fleeing into slipspace to an unknown location.

DISCOVERY OF HALO

Weeks later, the *Pillar of Autumn* emerged from slipspace in the shadow of the gas giant, Threshold, where they found a mysterious ringworld called Halo. Aboard was the legendary Spartan known as the Master Chief, and Cortana, the most advanced human AI ever created. After landing on the ancient construct, they soon discovered that Halo had been built by the Forerunners as a powerful weapon of last resort against the Flood. Alpha Halo was one of seven ringworlds that when activated together would destroy all sentient life in the galaxy in order to starve the deadly parasite out of existence. When the Flood escaped containment on the ring, however, the Master Chief was forced to destroy the installation and prevent its activation at the hands of the monitor, 343 Guilty Spark. The Spartan and Cortana narrowly escaped Halo's destruction and returned to Earth to warn humanity that the Covenant would soon arrive.

Shortly after their return, a Covenant fleet did indeed punch through Earth's defenses, amassing their ground forces in East Africa as

MASTER_CHIEF_01000101

they searched for something below the surface. When the Covenant's flagship suddenly fled into slipspace, the UNSC *In Amber Clad* followed it, arriving at yet another ringworld–this time, Delta Halo. The enemy quickly attempted to activate the installation, but UNSC forces prevented them. They were aided by rebel Sangheili who had broken off from the alliance when the San'Shyuum attempted to replace their kind as military leaders with another Covenant species called the Jiralhanae. This sundering came at the revelation of Halo's true purpose by a Sangheili known as the Arbiter, and it would prove devastating for the Covenant. During the battle on Delta Halo, a Flood outbreak on the ringworld found its way to High Charity, the Covenant's massive city-ship and the center of its empire. As a contingency against the Flood, Cortana remained behind while the Master Chief returned to Earth, stowing aboard an ancient Forerunner vessel that led the Covenant's final invasion fleet.

On Earth, humanity made a last stand against the Covenant, as the enemy fleet razed part of East Africa, revealing an ancient Forerunner portal buried underneath. Upon activation, the Covenant used the portal to travel to the Ark, an immense Forerunner installation that had both created the Halo ringworlds and could activate all of them from outside the galaxy. The Covenant rushed toward accomplishing this goal, hoping

EXCESSION_01000101

INFINITY_01000101

to join the Forerunners through transcendence. With help from the Sangheili, however, the UNSC prevented this and both the Master Chief and the Arbiter fought together, retrieving Cortana and using a newly forged Halo in order to destroy the local Flood infestation and prevent the activation of the entire array. Their efforts were successful yet costly. Though this event effectively broke the back of the Covenant and eliminated the immediate threat of the Flood, bringing an end to the war, the Spartan and Cortana would be stranded in deep space.

IN THE WAKE

The aftermath of the war posed new challenges for humankind. During the final years of the conflict, they had commissioned a massive UNSC flagship called *Infinity* and a fourth generation of Spartans, all intended to reestablish governance over what remained of human space and start the long and challenging process of rebuilding. In the midst of this, numerous post-Covenant sects began to emerge, attempting to fill the void left by the former alliance. Coupled with a resurgence of old hatreds from within humanity, this created a tenuous period of uncertainty for those who had survived the war. All the while, the legendary Spartan hero—the Master Chief—was believed to be lost. In truth, both he and Cortana were drifting aboard a section of the derelict *Forward Unto Dawn*, drawn through deep galactic space toward Requiem, a mysterious shield world created by the Forerunners.

Locked away on Requiem was the Didact, the ancient Forerunner leader who was responsible for the subjugation of humanity's Ancestors over one hundred fifty thousand years earlier. It was here that the Master Chief learned why humans were given extraordinary access to Forerunner technology and considered to be Reclaimers—they had been appointed by the Librarian to inherit all that the Forerunners had left behind. When the Didact awakened, he swiftly consolidated his forces on Requiem and moved to Gamma Halo, retrieving a powerful machine called the Composer. This weapon could reduce human beings to an essence and imprison them in machine bodies to be used as formidable warriors, even against their own kind. *Infinity* joined the Master Chief and Cortana in their assault on the Didact's ship, just as he began using the Composer on Earth's population. The Spartan managed to stop the Didact and destroy his vessel, but at the cost of Cortana. She was lost in the darkness of a Forerunner data repository called the Domain.

Months later, it would be revealed that Cortana had not been destroyed, but managed to survive and had taken full control of the Domain, as well as all Forerunner technology within her reach. Unfortunately, she had also been compromised by rampancy, a form of AI corruption that resembled insanity. In this state, she declared herself as the true Reclaimer and the rightful inheritor of all that belonged to the Forerunners. She issued an edict of peace through oppressive control, which she would mediate throughout the galaxy by destructive Forerunner constructs called Guardians. This act would force *Infinity* to flee and place humanity and the former Covenant species under Cortana's tyrannical governance.

Infinity eventually sent the Master Chief and his team of Spartans back to Reach to retrieve critical assets needed to create another Cortana, the only thing capable of destroying the original. After this successful mission, *Infinity* prepared to strike at Cortana's seat of authority—now Zeta Halo—hoping to bring a swift end to her reign of terror.

INTRODUCTION TO HUMANITY //

THE ANCESTORS

ANCESTOR_WARSHIP_01000101

LOST LEGACY

At the height of the Covenant War, modern humans uncovered information that would completely change what they understood about their own species and its history. Originating a million years prior, the earliest of their kind, now referred to as the Ancestors (*archeohomina*), had originally been a powerful, space-faring species, colonizing numerous worlds along the outer edge of the Milky Way galaxy–what was known during that time as Path Tolgreth. Under the wisdom and discretion of their greatest minds, the Ancestors plumbed the depths of enigmatic Precursor artifacts, leveraging all they discovered to build a civilization only rivaled by the Forerunners.

CHARUM HAKKOR

The center of human confluence and might was Charum Hakkor, one of fifteen worlds within the Nov Thasta system, which included Faun Hakkor, Sothra Hakkor, and Ben Nauk. Many of these played host to remarkable repositories of Precursor technology, even vast, continent-spanning cities sustained by unaged neural-physical composites. The Ancestors eventually partnered with the San'Shyuum, a peer civilization which shared disdain for the proud shadow cast by the Forerunners' looming empire. This bond deepened over time, as they cohabitated many worlds, threading political and cultural strongholds along the galactic periphery. Nevertheless, Charum Hakkor–known simply as "Eternal"–remained the axis of all human progress and achievement for centuries.

PLAGUE WAR

At the center of the Ancestors' beliefs and practices was the tenet of *daowa-maadthu*, a reference to the cyclical pattern of trial and growth witnessed over time and often referred to as the roll and tug of the universe on those within it. This system was exemplified for the ancient humans when a strange powder was discovered aboard mysterious derelict starships, unwittingly leading to the devastating, civilization-spanning outbreak known as the Flood. The harrowing war that followed quickly encroached on Forerunner territories, where human fleets were forced to scour Forerunner worlds to break the Flood's seemingly inexorable spread. Aware that this action would not go unnoticed, the Ancestors forged a powerful military alliance between themselves and the San'Shyuum and both were drawn into a fight for survival on two fronts.

ANCESTOR_WARRIOR_01000101

THE CAPTIVE

Decades before the end of the conflict, humanity's Political and Morale Commander, Yprin Yprikushma, led a science team to discover an ancient creature on the boundaries of the galaxy. Known as the Captive, the

SIEGE OF ZETA

During the final years of the Covenant War, a rogue Jiralhanae named Atriox violently sundered ties with the Covenant to form the Banished: a fearsome group of raiders intent on seizing Forerunner technology, not for the sake of religious zealotry, but for power and advancement alone. After finding their way to the Ark and pillaging many of its stores, Atriox uncovered a shocking secret that led him to return to the galaxy and quickly make his way to Zeta Halo. When the UNSC *Infinity* suddenly arrived at Zeta Halo, ready to initiate their attack, they found the Banished already there, fortifying the ringworld's surface and preparing to neutralize Cortana themselves. The UNSC and Banished collided above the ring and *Infinity* was quickly compromised, suffering significant losses. While witnessing this, Cortana found herself face-to-face with Atriox and in an effort to prevent the Banished from taking control of the ring, she destroyed herself and a large portion of Zeta Halo. The humans who survived the Banished attack on *Infinity* made their way to the surface of the ringworld, where they would be stranded for months, engaged in a bitter and bloody battle of attrition.

With Atriox now gone, the Banished were led by his second-in-command, Escharum, who was elated to discover the survival of the Master Chief, the only human he considered a worthy opponent. The Spartan quickly retrieved the AI weapon created to destroy Cortana and began fighting alongside the UNSC forces in order to take the ring back from the Banished. During this battle, the Master Chief uncovered the secret that had drawn Atriox to Zeta Halo in the first place. Hidden on this ring was an ancient species that had once been held captive by the Forerunners–a civilization called the Endless because they were immune to Halo and its destructive power. The Spartan managed to defeat one of the Endless, known only as Harbinger, and then proceeded to overthrow the Banished's leadership by killing Escharum. Unfortunately, this only led to the revelation that Atriox had actually survived Cortana's self-destruction and was preparing to release the Endless. What remained of humanity, led by the Master Chief, would now face their greatest threat, the unflinching Banished war machine and a mysterious race of beings that even the Forerunners' greatest weapon could not destroy.

ZETA_HALO_01000101

PROVENANCE_01000101

creature disclosed secrets about the Precursors from its stasis hold on Charum Hakkor, revealing a shocking link between itself and the Flood. During the final siege of Charum Hakkor, Yprikushma and her forces defended the Captive's hold, but the humans' defeat and a later firing of Halo released the creature, who—now known as the Primordial—would exact final vengeance on the Forerunners for their long-hidden genocidal crimes against the Precursor race.

LORD OF ADMIRALS

The conflict with the Forerunners saw a highly decorated naval commander, Forthencho Oborune, called Lord of Admirals, embattled by a seemingly unstoppable military force—the Forerunners' Promethean army, scores of warriors led by their leader, the Didact. The human warriors under Forthencho's command fought valiantly, but with a far greater foe at their backs in the Flood, they were ultimately forced to retreat to a citadel on Charum Hakkor. Their betrayal by the San'Shyuum exposed them to a fatal blow, and the Forerunners finally subdued the capital world, decisively defeating the Ancestors. Though most humans were killed during this conflict, some were kept alive—reduced to primitive, barbaric forms and redistributed to Erde-Tyrene, what was believed to be humanity's nascent cradle world.

GENESONG

The Forerunner responsible for this fateful show of mercy was the Librarian, wife of the Didact and yet a political contrarian who believed that humanity were the true inheritors of the Mantle of Responsibility established by the Precursors epochs earlier—a position usurped by the Forerunners in their zeal for power. During the final stages of the Forerunners' war with the humans, the Flood receded into the background, seemingly fading to nonexistence and fostering the rumor that the Ancestors had found a cure. The Librarian knew that such a thing would be outside her own people's reach, so she advocated using a machine called the Composer to extract the personalities and memories of key Ancestors, which would be implanted into surviving humans through a genesong, or *geas*. While the Forerunners would use this process to try to discern a cure against the Flood, the Librarian's protection hoped to secure humanity's future ascendance and prepare them to inherit the Mantle.

LEGACY

At their height, the Ancestors rivaled the Forerunners in their force of arms and mastery of space travel, largely due to their understanding of Precursor mechanisms. In contrast to the Forerunners, their attentions were drawn to the interleaving of dimensions and weaving of exotic force rather than applications of macro-engineering. They were the undisputed masters of scientific synthesis, collaborating with their own kind and other sapient species to exploit unique languages, outlooks, and intuitions into a greater whole and more complete understanding of universal principles, leaving behind a tradition that has endured the long passage of time.

FORTHENCHO_01000101

INTRODUCTION TO HUMANITY //

HUMAN TECHNOLOGY

FROM THE DAWN OF CIVILIZATION TO THE NEW ERA OF A POST-COVENANT GALAXY, HUMANITY HAS LEARNED MORE OF THE PHYSICAL LAWS THAT GOVERN OUR UNIVERSE—AND INGENIOUS WAYS WITH WHICH TO HARNESS THEM. THIS KNOWLEDGE HAS ALWAYS BEEN A PRECARIOUS BALANCE BETWEEN DESTRUCTION AND GROWTH, AS THE PLOWSHARE CAN ALWAYS BE TURNED INTO A SWORD.

HOLOTANK_01000101

POWER AND PRODUCTION

Humanity's presence is spread across the Orion Arm, utilizing a common set of tools and technologies to inform their way of life.

BEANSTALKS

Surface-to-orbit elevators are a feature of many colony worlds; the high cost of installation is quickly offset by cheap bulk transport of goods up and down the gravity well. The groundside terminal points of the elevator are often among the busiest, richest, and most dynamic areas of the planet.

MINIFACTURING

Intricate, automated, and modular, the usage of compact robotic assembly plants allows even small colonies to have a basic industrial infrastructure. Colony units rapidly bootstrap output by creating specialized refineries and tooling from their initial production, using local resources. Only Inner Colonies can afford the luxury of specialized factory blocks. These innovations have been formative in the development and distribution of human life in the 26th century.

POWER

Atomic fusion powers most human industry, supplemented by wind, solar, thermal, and wave generators in more humble applications. Vehicles use a variety of power plants, but hydrogen-burning turbines are popular in colonial infrastructures, due to their simplicity and ready availability of fuel.

TRANSPORTATION

On the Inner Colonies there are elaborate transportation networks for cargo and passengers, ranging from paved roadways and maglev-rails stretching out from urban metroplexes, to fleets of airships and space-planes for point-to-point travel on the surface. The Outer Colonies rely on air travel to move long distances, with homesteads and outposts clearing some ground travel routes suitable for off-road trucks and work vehicles.

COMMUNICATIONS AND COMPUTING

The human diaspora fractured civilization into hundreds of tiny islands of knowledge and culture, bound by tenuous threads of slipspace travel and a common origin in the Sol system. Earth's government struggles with the challenges of tying together these communities among the stars, while simultaneously ensuring they don't find among one another common threads of alliance and sedition.

ARTIFICIAL INTELLIGENCE

Expert systems and volitional software constructs have utterly transformed human civilization, though much of its effects are not

INTRODUCTION TO HUMANITY //

HUMAN TRANSPORTATION

WITH A DOMINION SPREAD ACROSS HUNDREDS OF WORLDS, ALL BEARING REMARKABLE FEATURES AND THEIR OWN UNIQUE CHALLENGES, TRANSPORTATION CONTINUES TO BE A PRODIGIOUS FACET OF HUMAN LIFE. WHETHER TRAVELING ACROSS A PLANET'S SURFACE, THROUGH ITS ATMOSPHERE, OR EVEN FROM ONE WORLD TO THE NEXT, THERE ARE FEW TECHNOLOGIES THAT ARE MORE SIGNIFICANT TO THE GROWTH AND DEVELOPMENT OF HUMAN CIVILIZATION.

ÜBERCHASSIS_01000101

ENDURING MODES OF MOBILITY

On the surface, little has changed with planetary transportation for humanity since the 20th century. Despite profound developments in renewable sources of energy, automation, and fuel systems, motorized vehicles and maglev mass transit still dominate human cities, colonial outposts scattered across alien terrain remain linked by road-trains, and global travel is still best facilitated by airliners and sky-freighters. The persistence of these traditional forms of transportation across the centuries is a testament to their effectiveness and adaptability.

SPADE_01000101

GROUND VEHICLES

Small wheeled vehicles are the most prominent form of individual travel in urban areas and developed colonial outposts alike, both because of the freedom they provide and the diversity of options to choose from. Whether the reliable Genet, the luxury style of the Überchassis, the cost effectiveness of the Fossa, or countless others, a seemingly endless selection of automobiles exist for those who desire them.

SPADE

Workers on frontier colonies and ag-worlds demand the best all-terrain vehicles the market can provide. Few have outclassed TurboGen's remarkable line of rugged and efficient Spades. Originally named after a bovid found on the planet Reach, the Spade has been widely adopted on numerous worlds, including Earth. Despite many imitations appearing over the years, the Spade's ubiquity remains largely uncontested.

INTERFACE_01000101

readily visible to a casual observer. Behind the scenes, extremely sophisticated automation systems run most logistical and support functions under their oversight, from individual apartment controls to entire world-spanning information grids, while AI aid individual humans as digital assistants, design leads, and peerless researchers. Even the most basic "dumb" AI can mimic human behavior, while "smart" constructs are not only indistinguishable from a human intellect, but they can also vastly exceed them in many respects.

COMMUNICATIONS

A dense web of radio broadcasts and tight-beam laser links tie together humanity within a star system, but these are unsuited for interstellar communications. Slipspace-capable couriers transporting large communication arrays for uploading and downloading news and data between star systems remains the fastest and most efficient way to bridge the dark between stars, with slipspace-tunneling wavecoms supplementing these efforts, starting in the mid-26th century.

COMPUTING

Computing is ubiquitous and intuitive in the 26th century, with even the simplest device able to react to plain language or subvocalized instructions and gestures. Most computers are wearable as personal jewelry, but multifunction "grops" used by colonists and explorers are less innocuous and more ruggedized.

INTERFACES

Displays and inputs have been refined over the centuries to be extremely easy to use and understand, with a mixture of audio, visual, and haptic feedback combined with interactive holography. Both humans with neural interfaces and artificial intelligences can bypass traditional interfaces to use direct data links for high-speed, low-latency applications, such as drone control or deep-net research.

HEALTH AND MEDICINE

The human body is an intricate machine and one that has been continually tinkered with and modified over the centuries. Though augmentation and re-engineering of humanity remains a twinkle in the eyes of radical scientists, that does not mean genetic engineering and other applications of biotechnology have not adjusted humanity at macro- and micro biological scale since expansion into the stars.

GENETIC ENGINEERING

Modification and hybridization of crops and animals for specific planetary environments is key to the success of almost every colony. The field has enjoyed significant growth since the *Domus Diaspora*, with each colony world providing a wealth of new species to study and new genetic sequences to decode. Applications to human medicine have eliminated most inherited diseases and genetic disorders, though the popularity and ethical assessment of further "corrective" measures have varied drastically over the centuries.

CLONING

The use of donor tissue to grow replacement organs and limbs has been commonplace for centuries, as is the limited use of cloning for livestock management. Full cloning of humans is under severe controls with the UN Genetics Rights Act, which was put in place after a series of abuses in the 22nd century. Flash cloning, which rapidly accelerates development of an organism, has some emergency medical applications, but issues with genetic damage and growth errors make it illegal for human application.

CRYOSTASIS

The science of cryonics and other biological suspension technologies is extremely well-developed and refined, allowing humans and other living creatures to be placed into suspension for years at a time, and then later restored, with minimal preparation and monitoring required.

MEDIGEL

An underappreciated miracle of emergency medical technology, MediGel is wide-spectrum combination of healing agents and micromachines in a gel-like stabilization/cooling medium that sterilizes wounds, staunches bleeding, and induces cellular regeneration. MediGel can heal most minor wounds within five minutes of application and can stabilize more severe injuries. Variations of the technology take the form of thick pastes or are integrated into other medical devices, such as biofoam.

UTILITY VEHICLES

An inevitable product of the demand for both automation of metropolitan services and solutions to the myriad challenges that beset out-world colonial life, a vast array of utility vehicles and industrial machines have evolved over the generations to best suit the people of the 26th century. From the fully automated Olifant freight trucks and the modular, purpose-built Arilus, to the all-terrain Komodo rig and Brahman light hauler, utility vehicles assist in a broad diversity of tasks. These include mining, construction, farming, and even the simple facets of urban life, like materials transport and waste management. With countless opportunities continuing to emerge across humanity's ever-widening sphere of influence, it seems there is little to stop the indefatigable growth and evolution of their vehicle development, even in the shadow of their crushing war with the Covenant and the perplexing chaos introduced by Cortana's rise to power.

KOMODO_01000101

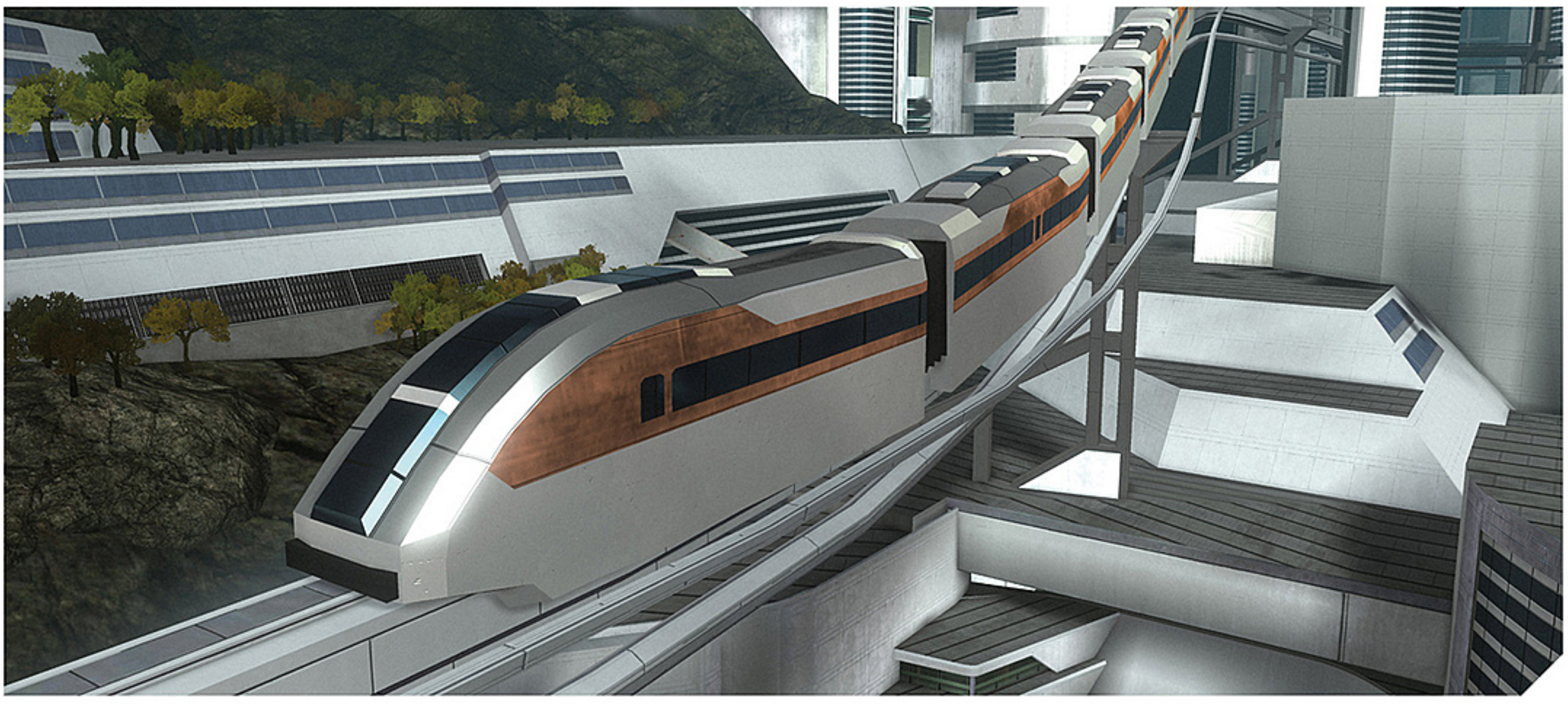
FORKLIFT

Perhaps the most glaring exemplar of the human adage "If it ain't broke, don't fix it," the forklift and other lifting machines still thrive in industrial contexts and simply wherever crates exist.

FORKLIFT_01000101

MASS TRANSIT

The most common method of transportation on the surface of a world remains mass transit via rail or air. On the ground, tram systems and maglev trains move people throughout cities and between continents at remarkable speeds, while airliners, sky-freighters, and cargo dropships dominate the skies, capable of ferrying passengers across the globe and even into low orbit within a matter of hours. Technologies such as these prevent colonial expansion from stalling out on challenging worlds, subverting the relative isolation of pioneer life by connecting individuals and communities across the vast span of a world, and radically accelerating the scale and scope of infrastructure development.



MAGLEV_01000101

INTRODUCTION TO HUMANITY //

SPACE ELEVATORS

TETHER SYSTEMS, CONNECTING A WORLD'S SURFACE WITH THE SKY ABOVE IT, CONTINUE TO BE THE MOST AFFORDABLE METHOD TO FERRY PEOPLE AND PRODUCTS INTO SPACE. PIERCING THE CLOUDS AND TOWERING INTO THE HEAVENS FAR BEYOND THE REACH OF THE HUMAN EYE, ELEVATORS DOMINATE THE SKYLINE OF ANY PLACE THEY ARE ROOTED IN.

TETHER_BASE_01000101

ORBITAL LINK

In 2302, Earth's city of New Mombasa was chosen as the site of humanity's first space elevator. Development was slowed by political wrangling, but the logistical benefits proved to be immeasurable. Now these immense ringed strands known as "space tethers" populate countless human worlds, facilitating cargo transfer to waystation terminus sites well above geosynchronous orbit. And after two hundred years, this still remains one of the most energy-efficient and cost-effective ways to transport materials into space. Composed of an extremely resilient carbon nanofiber mesh, the tether strand is comparatively light, and it includes a series of cables, structural rings, and multiple uplift platforms that are individually controlled. At the apex of the elevator is an orbital station that can simultaneously host multiple vessels.

While Earth's six tethers were the first to be constructed, many colonies now exceed this number–worlds driven by export of minerals, produce, and other essential resources.

EARTH'S TETHERS

The original tethers on Earth were located in the cities of New Mombasa, Malabo, Havana, Borneo, Aranuka, Colombo, and Quito. During the Covenant's occupation in 2552, the elevators in New Mombasa and Havana were destroyed, catastrophic events that launched the tether strand into space while violently scattering ringed debris along the equator for thousands of kilometers. The former, though disastrous for the New Mombasa's infrastructure, proved to be a pivotal turning point. While attempting to escape Earth's defenses, a Covenant flagship fled

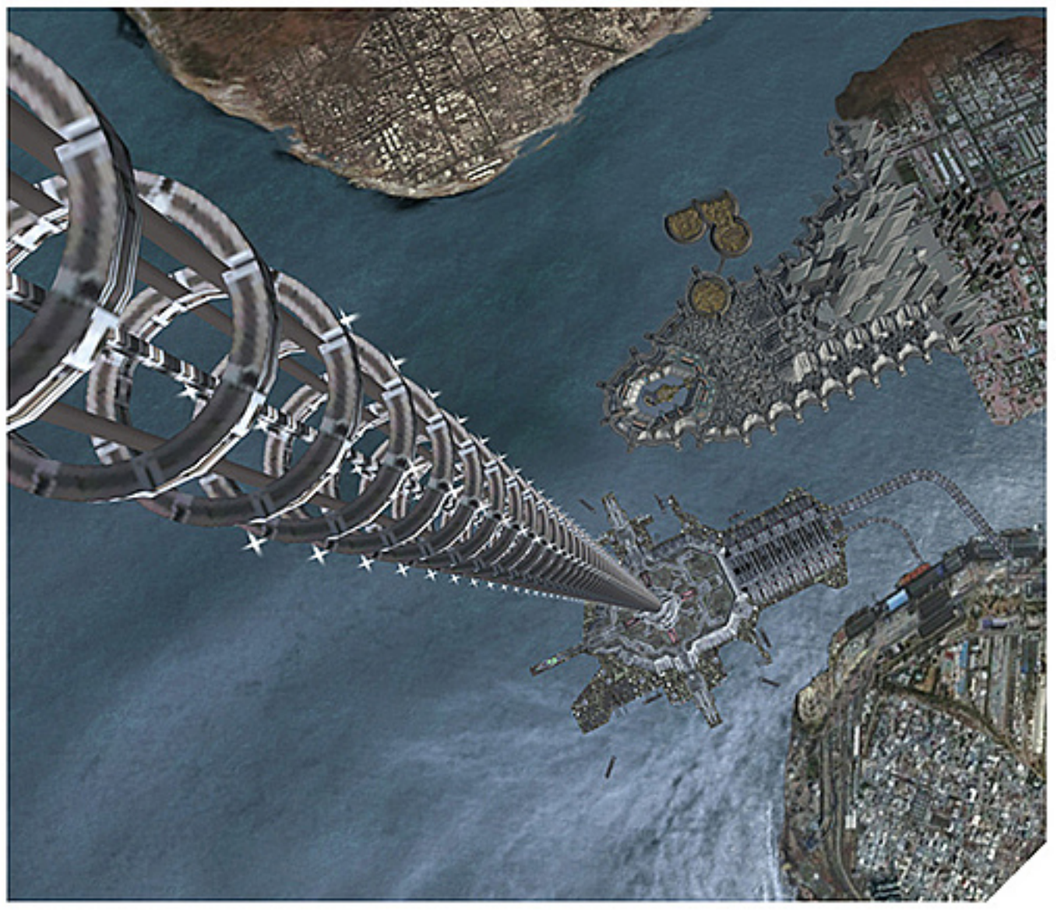
into slipspace just above the city. The extraordinary damage sustained by the tether made its collapse all but inevitable, yet traumatic scarring on the planet's surface revealed what the enemy had ultimately come for: an ancient portal facility buried under the surface of Africa. In the wake of the war, humanity began construction on several new elevators, less out of practical necessity than pride. In New Mombasa, Project Rebirth would seek not just to rebuild the city's shipping capabilities, but to reestablish it as a global hub for transportation.

PINNACLE STATION

The Covenant's protracted siege of the moon-colony of Meridian left the world a devastated grave of ash and lechatelierite, but this did not impede humanity's eagerness to recover and rebuild from what little remained. Established by the Liang-Dortmund Corporation to assist in their mining efforts, Pinnacle Station and the tether that fed it were the salvage outpost's primary link to the outside world. Tragically, these efforts were cut short, when a buried Forerunner Guardian suddenly emerged from below Meridian's surface, wreaking havoc on both the elevator and the outpost near it.

TIARA

Prior to its destruction at the hands of the Covenant, the bread-basket world of Harvest hosted a majestic seven-strand tether anchored to the orbital Tiara, named such because it subtly resembled the filigree of a crown. Tiara was approximately seven kilometers in length, an immense station that could service dozens of freighters and cargo haulers simultaneously. On the surface below, Harvest's horizon-spanning farmland continually fed the elaborate

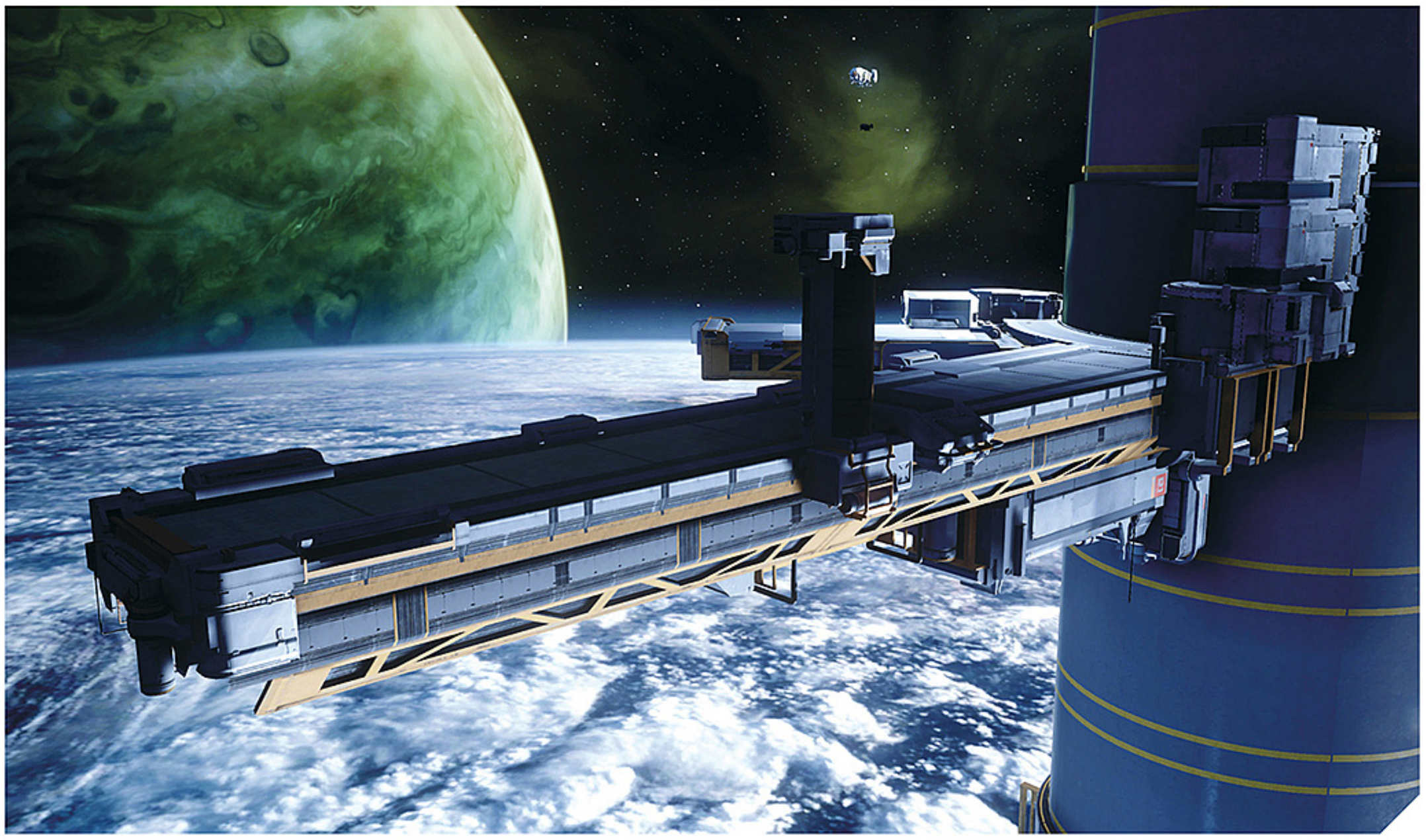


SPACE_ELEVATOR_01000101

elevator mooring complexes with a cornucopia of exotic produce, launching it into space to feed hundreds of other worlds.

DELPHI TRIPLE-STRAND NETWORK

Humanity's greatest military stronghold, the fortress world of Reach, boasted nine space elevators, which facilitated a vast diversity of the colony's off-world shipping, especially its chief export: titanium. The Delphi Triple-Strand Network was perhaps the most well-known of these tethers, bordering the crown jewel city of New Alexandria. Like much of the rest of the planet, the city and its tethers were left a glass-encased ruin by the Covenant war machine in late 2552.



TERMINUS_01000101

INTRODUCTION TO HUMANITY //

SPACE STATIONS

THE SPACE ABOVE A COLONY WORLD IS A REALM OF GLIMMERING COMMUNICATION SATELLITES, SPINNING RESEARCH HABITATS, SPIDER-LIKE WEAPON STATIONS, AND THE INTRICATE YET CHAOTIC DANCE OF DROPSHIPS AND STARSHIPS.

SPACE_STATION_01000101

THE HIGH GROUND

Most space stations are of the "wafer" type, built up from prefabricated modular sections connected on a structural lattice; their function is defined by configuration and number of modules. UEG-sanctioned colonies have a constellation of communication and navigation satellites established at their founding, along with observation and research installations that both assist work on the ground and provide basic orbital services to visiting ships. Other manned outposts may also be established on the planet's moon or nearby asteroid to access raw materials and fuels, serving as the foundation for further mining and construction operations within the star system.

HABITATS

A small habitat may house a dozen miners or researchers in relative comfort, while the largest (such as those around Jupiter and Saturn) are home to hundreds of thousands, with entire generations born and raised in their labyrinthine hull sections. Most are surrounded by supporting facilities and fleets of commercial ships.

ORBITAL WEAPON PLATFORMS

Armed satellites are deployed to interdict enemy spacecraft or bombard likely landing zones. The simplest are missile pods bolted to a targeting array and comm relay, while the most notable are built around massive naval coilguns, which can core a Covenant cruiser in a single shot.

SHIPYARDS

Construction, repair, and refit of vessels is as important for the most austere frontier outpost as it is the crowded orbits of Mars. The smallest shipyards can build only basic worker pods and transfer vehicles, while the largest are sprawling complexes that stretch for kilometers and service entire fleets of advanced ships.

LACONIA_01000101

LACONIA

One of several Spartan-IV training facilities hidden throughout human space, Laconia produced some of humanity's greatest soldiers in the wake of the Covenant War. Under the logistical and strategic oversight of the AI construct known as Leonidas, the station saw astonishing success for several years, but was eventually destroyed in 2559, following the UNSC's failure to comply with the rogue AI Cortana's demands. Many Spartan-IV operatives were killed in the attack. It is survived by its sister-stations Naxos and Virgo.

HOPEFUL

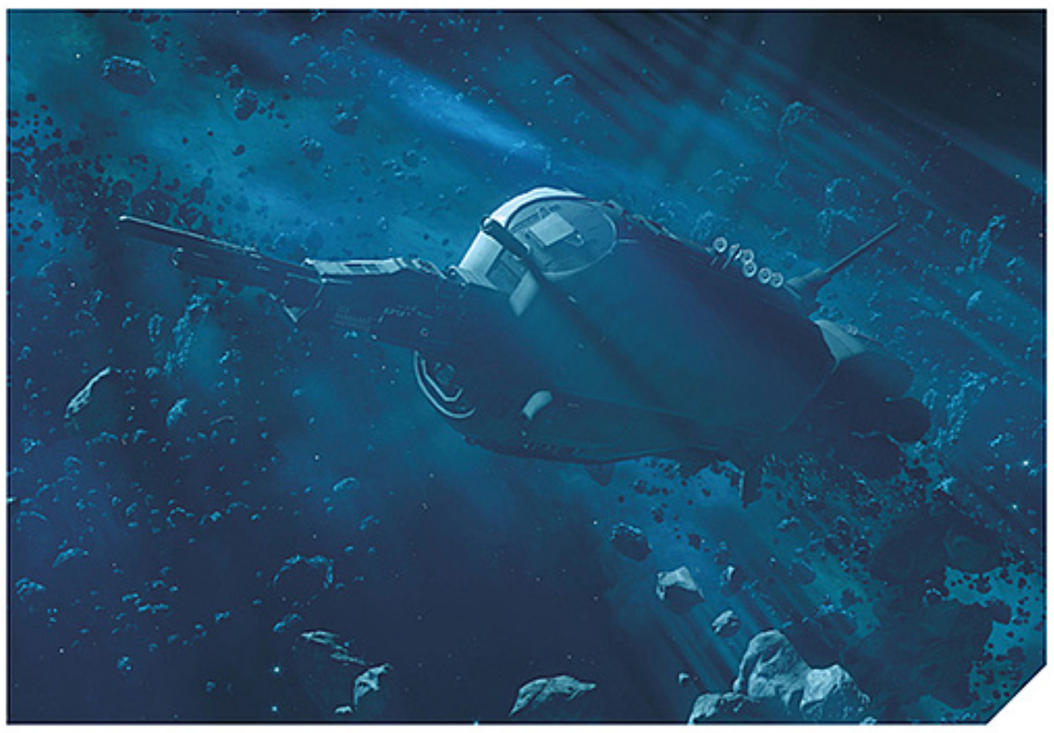
A unique mobile hospital facility, the UNSC *Hopeful* (AH-1007) serves as one of the oldest and most storied sites in Navy service. In addition to countless medical miracles granted to wounded soldiers and civilians, *Hopeful* has conducted numerous humanitarian operations, participated in naval engagements against both insurrectionist and Covenant fleets, and been home to hundreds of SPARTAN-III volunteers during their augmentation procedures. The station saved thousands during and after the fall of Reach, retreating to the relative safety of Tribute with its patients, even as that planet also came under siege.

IVANOFF STATION

Ivanoff Station (ONIRF IS-004920//001-54) held many Forerunner secrets stolen from Gamma Halo, foremost among them a Composer monolith extracted from the surface. When the Didact awakened on Requiem and recovered the artifact, he activated it–killing every person on and near the station, apart from the Master Chief. The station itself suffered only minor damage from Covenant and Promethean boarding parties and was quickly reoccupied by an ONI security team and science detachment, but it remains unclear when the station will return to full operational capability.

ARGENT MOON

One of several covert mobile shipyards/research sites built as an adjunct to *Infinity*-class supercarriers, Argent Moon (AGES-004) was tasked with extremely sensitive research and development projects, including analysis of Forerunner power systems, novel forms of stealth technology, and the asteroidea bioweapons program. Unfortunately, an accident resulted in the release of the bioweapon and the deaths of the entire crew. The lifeless hulk drifted in an uncharted star system for over a year until it was located, cleared of Covenant scavengers, and scuttled by Blue Team.

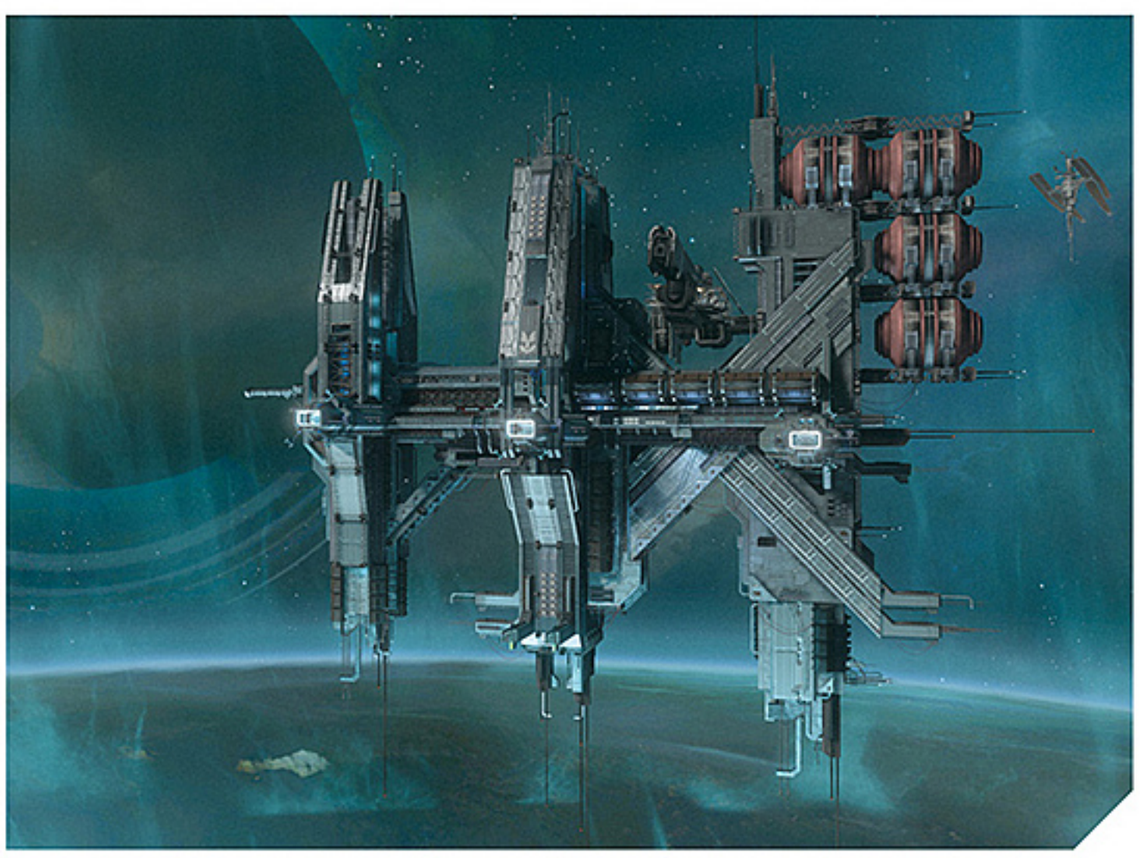


ARGENT_MOON_01000101

ERŐD_01000101

GAMMA_01000101

ANCHOR_9_01000101



QUEZON STATION

One of twenty orbital defense platforms in orbit around Reach, Quezon Station was an enormous, rapid-fire Erőd-class weapon platform, powered by orbital generators located on the planet's surface. During the Covenant's invasion, enemy fleets surgically attacked communication relays and generator sites across the planet's surface, neutralizing the defensive grid and allowing their ships unfettered access.

GAMMA STATION

Technically known as Reach Station Gamma, this facility served as both a critical UNSC communications hub and tier-two orbital space dock, servicing ONI prowlers and Navy scout ships. During the fall of Reach, it was the site of a desperate operation by Spartans and marines to deny Covenant access to a fully intact navigational database. The station did not survive the final battle, and what remained of its structure slowly broke apart, presenting a navigational hazard until Covenant forces gathered the wreckage above Reach's northern pole.

ANCHOR 9

Anchor 9 (SRRS-01007) was part of an extensive network of UNSC naval repair, refit, and refueling stations in orbit above Reach. The station was built from a series of modular storage cells, communication nodes, habitat blocks, point defense batteries, and docking bays, attached to three primary spire frames. It was the central hub for several nearby construction platforms that serviced frigates and cruisers; repairing those that could be returned to the fight and stripping crippled vessels for parts.

Anchor 9 did not survive the arrival of the main Covenant fleet after Operation: UPPER CUT, though it did not go down without a fight, even bringing some of the half-derelict ships it was servicing into limited action.

CAIRO_01000101

ANVIL STATION

A joint initiative between the UNSC and the Swords of Sanghelios following the war, Anvil Station is a testing ground for experimental technology and a training facility for Spartans and Sangheili as part of Project: CRUCIBLE. Artisan sects of the Sanghelios clans work closely with human engineers to re-learn the ancient arts of industrial agriculture and the once-secret workings of their technology, while ONI researchers find instruction on the finer points of operating assembly forges and slipspace navigation. Meanwhile, the warriors of both sides face off in elaborate war games simulations, which test both cooperative strategies and tactical counter-plays to alloy millennia of experience between the two species.

CAIRO STATION

Cairo (OWP-142) was just one of three hundred Moncton-class orbital weapon platforms built to protect humanity's homeworld from any external threats. Arranged in a three-station battle cluster, Cairo and its sister platforms, Athens (OWP-144) and Malta (OWP-143), were parked in geosynchronous orbit above the Mediterranean Sea to shield UNSC forces with long-range magnetic accelerator cannon (MAC) fire support. Although Cairo played a pivotal role during the Covenant invasion, it was one of the few weapon platforms orbiting Earth to survive the war. The station remains a key part of the planet's defensive grid, joined by newly fabricated replacements for both Athens and Malta.

ANVIL_01000101

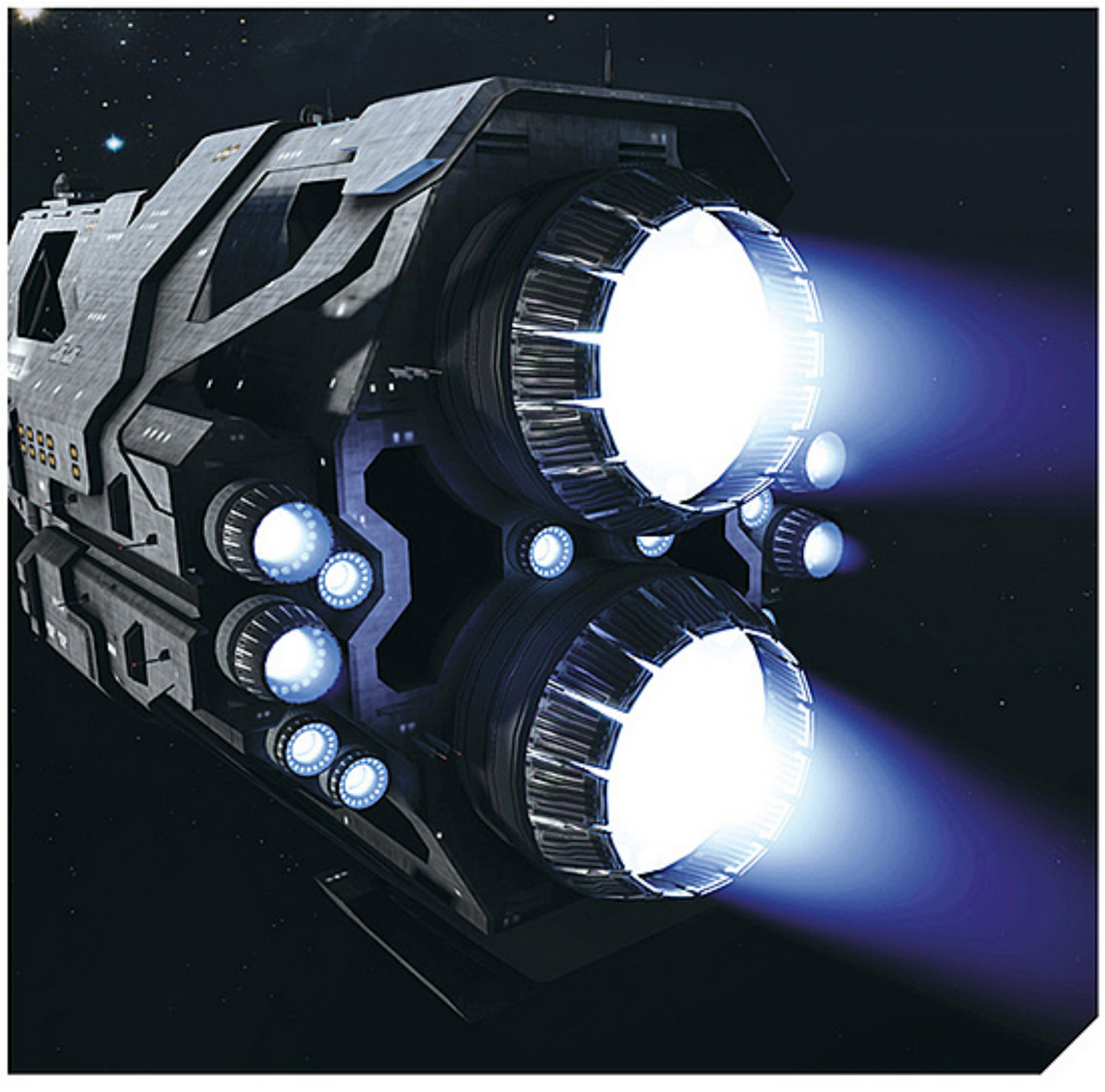
INTRODUCTION TO HUMANITY //

SPACE TRAVEL

DUE TO COUNTLESS TECHNOLOGICAL ADVANCES THAT SPANNED CENTURIES, HUMANITY'S ASCENT INTO THE DEPTHS OF SPACE WAS A TENUOUS AND GRADUAL PROCESS. IN THE 26TH CENTURY, HOWEVER, SPACE TRAVEL IS A PART OF EVERYDAY LIFE.

STARSHIP_01000101

MANEUVER_DRIVE_01000101



TRAVERSING SPACE

Starships are among the most complicated and expensive mechanisms built by humanity, and easily one of the most critical. During the Covenant War, combat losses far outstripped the capabilities of shipyards to build replacements, gradually whittling down both military and commercial fleets even as trade restrictions were put in place to limit the risk that slipspace travel represented to the surviving colonies. With the conclusion of the war, a new generation of ships was planned and trade restrictions were removed. Even still, limited shipbuilding capacity and prioritization of rebuilding the UNSC's naval strength has strained civil-military relations and slowed production of new merchant ships to a trickle.

INTRASYSTEM TRAVEL

Moving starships within a solar system is a tedious effort, still relying on comparatively rudimentary technologies to shunt objects across hundreds of thousands of kilometers. Fusion drives use an integral fusion reactor to superheat reaction mass (usually water or hydrogen) and expel it at high velocities. High-thrust versions utilize small

quantities of antimatter. These drives are incredibly powerful and efficient, but "sublight" travel times to the outer edges of a star system are still measured in weeks (e.g., Mercury to the Oort Cloud). Well-planned slipspace routes minimize the distances that need to be traveled after arrival in real space in order to minimize overall trip time.

TRANSLIGHT TRAVEL

By definition, all starships are capable of faster-than-light travel, typically used for movement between star systems. This is accomplished by using slipstream space drives, which tunnel into and out of spatial domains with alternate physical laws and topologies while the ship remains in a delicate "bubble" of real space. Also known as Shaw-Fujikawa Translight Engines (SFTE) after their inventors, human slipspace drives are housed in heavily shielded "sarcophagus" containers, as the cores of these devices are inherently unstable and generate significant amounts of radiation while in use. Employing this methodology, translight journeys within human space can still take weeks or months, depending on the destination, though recent Forerunner-derived innovations have truncated this time.

OPERATIONS

By tradition and law, at least one human is in command of each ship, and they are designated the captain. The captain has broad authority over the function of the ship by law and custom. Ship directors are the primary AI assigned to manage and administer a human ship's routine operations. They are treated as a member of the crew and can direct ship personnel on the captain's authority. Apart from a standardized crew based on ship type, military vessels often have a small Marine detachment to guard the bridge and storage room containing the ship's nuclear warheads. In the event of an evacuation, the marines assist with implementing the Cole Protocol and other security procedures before they leave the ship.

SLIPSPACE_DRIVE_01000101

CRYOSTASIS

Cryostorage apparatuses such as cryotubes are stasis compartments within human space-faring vessels that allow organic bodies to endure protracted journeys for several months at a time by suspending their life functions for extended periods. This process was a necessity in early colonization of the Sol system and the tentative first steps into interstellar travel with primitive slipspace drives, where trips of up to a year or more were routine and life support was limited. It is widely used even in the modern era for cheap and space-efficient personnel transport and shipping of livestock.

CRYOTUBE_01000101

HUMAN WORLDS //

SOL SYSTEM

THE PLANETS, MOONS, AND ASTEROIDS OF THE SOL SYSTEM PRESENTED A RICH BOUNTY TO FEED HUMANITY'S ENGINES OF INDUSTRY, AND A NEW FRONTIER FOR PEOPLE DESPERATE TO ESCAPE EARTH'S OPPRESSIVE MEGACITIES, ENDLESS CONFLICTS, AND ECOLOGICAL DISASTERS. THE NEW LIVES BEGUN HERE WOULD REPRESENT HUMANITY'S FIRST STEPS INTO THE GREAT BEYOND.

THE SOLARIAN HEART

Finding humanity's place among the stars began with its own and the worlds whose paths encircle it. Some of these efforts were clear evidence of the species' unbridled ambition and ingenuity, while others remain monuments to their frailty and ignorance. All, however, represent ground zero of humanity's galactic footprint.

MERCURY lacks a permanent population, with workers in the astronomical platforms and antimatter production facilities rotated out at regular intervals. Several mining complexes were established on the planet over the centuries, but none are currently active.

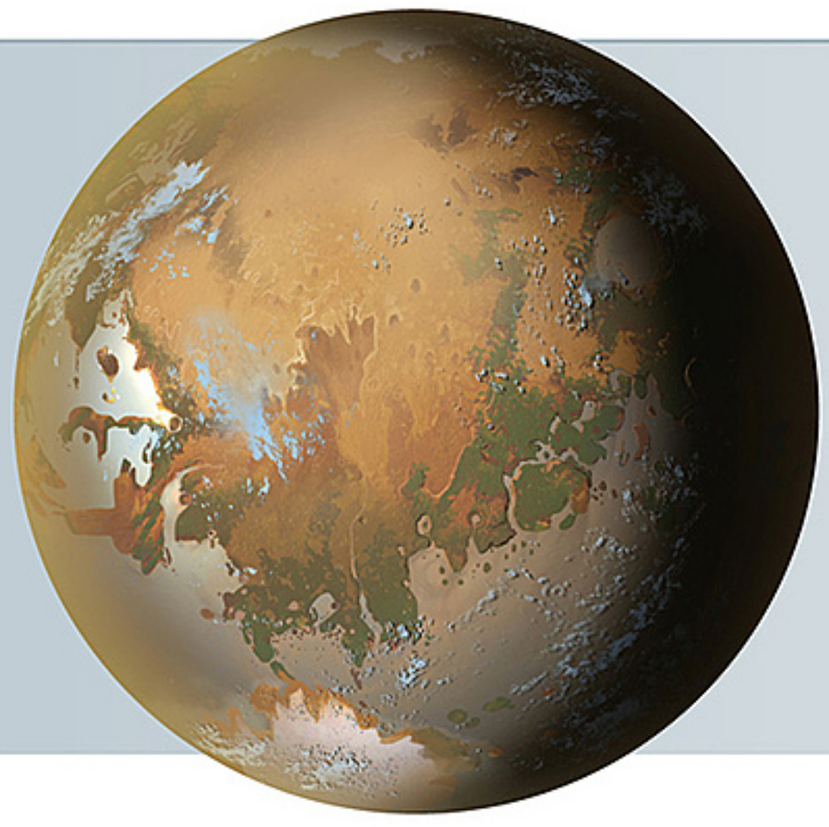
VENUS was a long-shot terraforming project whose failure was so colossal and complete that it continues to be a cautionary tale for initiatives seeking to transform marginal worlds for human habitation. There are no permanent habitats on the extraordinarily hostile surface, with derelict orbital platforms existing as solemn reminders.

EARTH is the homeworld of humanity and headquarters of both the UEG and UNSC. The Covenant War created unprecedented political instability, resource shortfalls, and population fluxes, but Earth and its institutions remain the nexus of humanity's political, economic, scientific, and cultural power. And, as the scars of war fade, new generations of ambitious and optimistic citizens once again look to the stars for opportunity and adventure.

JUPITER itself is of scientific interest, but most of its satellite habitats were originally founded to serve as waystations for resource extraction further out in the solar system. The Jovian Habitats near Jupiter are a series of massive complexes, solar nations unto themselves, that house the largest non-terrestrial human populations in the entire human sphere. The most prominent of these are Juventus and Bellona.

THE JOVIAN MOONS hold a number of strong, burgeoning population centers, with histories that stretch back centuries into the earlier interplanetary era.

LUNA, Earth's only natural satellite, has a handful of artificial features visible on the side facing Earth, but mining activity, skyhook defense platforms, and glittering canopy domes on the far side put on a spectacular display for approaching ships. The moon is also home to the UNSC Navy's most prestigious schools and institutions, including the Luna OCS Academy and Naval Archives. Unsurprisingly, Luna has played a significant role at various points in humanity's exploration of space, such as the launch of *Domus Diaspora*, where nearly a hundred ships fled Sol to populate exosolar worlds.



MARS was settled under a sure and steady terraforming process that has slowly built up its atmosphere and hydrosphere over the last two centuries with extensive geo-engineering and strategic bombardment with water-rich asteroids. With the fall of Reach, this world has regained its status as the largest industrial center in human space, though recovery from damage sustained during the Covenant invasion has been slow. Mars's extensive military infrastructure meant that it was a key target as the enemy sped toward Earth—its surface was the site of several key battles. Both Deimos and Phobos continue to play supporting roles for the vast Martian network of orbital shipyards and transfer hubs.

IO retains a large orbital UNSC facility, hosting several R&D labs and listening posts. ONI and corporate personnel based on Io also service a nearby network of slipspace detection stations and probe relays that link to similar facilities near Pluto to monitor all translight activity in the system.

CALLISTO is a major UNSC naval depot. The entire moon is considered a military reservation and is off-limits to any civilian activity. Its historical significance is unquestionable, being the site of the Callisto Treaty, a pact which marked the end of the harrowing Interplanetary War and paved the way for the *Domus Diaspora*.

EUROPA remains unsettled, though its xenobiology labs are considered among the best in human space. Unusual activity was detected deep in the moon's subsurface oceans after the activation of the portal on Earth, but the source of these emissions was never pinpointed.

GANYMEDE is famously proud and isolationist, with poor relations to its other neighbors, but it is well-regarded for its terraformed cavern system and many find the political chaos of its various habitat-states, such as Aigburth, entertaining if not educational.

SATURN provides the vast majority of Helium-3 used by fusion reactors in the Sol system. Castellaneta, a station located at the edge of the gas giant's rings, is a notable tourist destination, particularly with visitors from exosolar colonies. Titan is an industrial colony whose output is optimized to support the needs of other outer-system habitats.

URANUS is closely monitored by various sensor platforms due to sheer scientific curiosity, but there are presently no inhabited settlements around the gas giant or its moons. What habitats did exist have been abandoned for over a century. 2011 QF99 is a Trojan asteroid near Uranus surrounded by UNSC defense satellites and navigational warning buoys. There is a UEG exclusion zone around the asteroid, and any vessel approaching the location is intercepted by Navy warships and warned off.

NEPTUNE holds little value for corporate or private interests in the modern era, and no permanent habitats have ever been established there. Rumors of smuggler dens and havens for criminals abound.

IXION is a minor planet located in the Kuiper belt. It is most notable for being the last chartered colony in the solar system, established just before the launch of the *Odyssey* in 2362.

PLUTO is one of the most important strategic locations in the Sol system due to the slipspace research and monitoring facilities orbiting it or stationed nearby. Its Kelvin Research Station is particularly notable for its role in the analysis and reverse-engineering of Forerunner hyper-scanners and other FTL sensor systems.

LUNA_01000101

SHAW INSTITUTE researchers operate humanity's largest and most capable deep space observatory at the very edge of the solar system. The organization is covertly supported by ONI, but its interests are allegedly scientific.

OORT CLOUD facilities such as the Concord Special Assembly Plant are cloaked in secrecy. It was here that *Infinity*, as well *as Argent Moon* and its sister sites, took shape in massive shipyards at the system's periphery.

FORERUNNER PRESENCE

ONI and other groups now know that the Forerunners had a significant presence in the Sol system in the ancient past, serving as jailors, conservators, and builders at different periods. However, this civilization left few clues to their presence, preferring to conceal their artifice until humanity proved itself ready. That a facility as puissant as the portal site beneath Africa could remain hidden on Earth itself is a testament to their foresight and subtlety.

Unseen by Solarian citizens going about their lives, ONI and other groups still scour the system, looking for abstruse clues and sensor echoes that may point to the forgotten storehouses, inert constructs, and arcane machinery that were left behind by the Forerunners. Neither the arrival of the Guardians nor the dangers of mishandled artifacts seem to deter them.

HUMAN WORLDS //

REACH

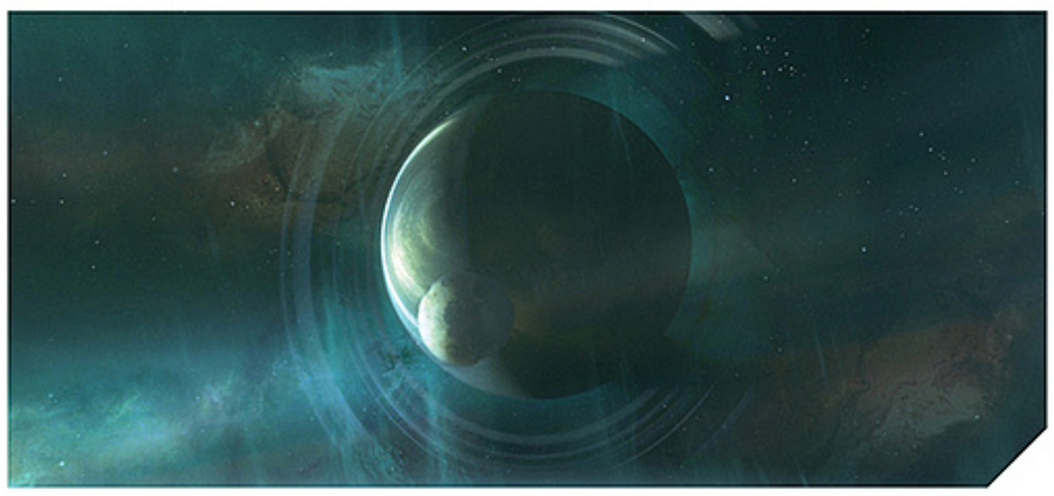
IN 2362, THE HUMAN SPECIES PASSED BEYOND THE EDGE OF THEIR CRADLE STAR SYSTEM INTO THE UNKNOWN, SENDING DARING PIONEERS TO UNTOUCHED WORLDS THROUGH THE MIRACLE OF SLIPSPACE TRAVEL. THE FIRST MAJOR SYSTEM TO BE POPULATED WAS EPSILON ERIDANI, AND ITS SECOND PLANET—THE RADIANT AND PROMISING WORLD OF REACH.

REACH_01000101

HUMANITY'S STRONGHOLD

Epsilon Eridani II was the first extrasolar world to be settled by humans under the ambitious Project: OUTBOUND, an exploration and colonization initiative created after the first improved slipspace drives began to enter production in 2310. The capstone of OUTBOUND was the massive colonization vessel named *Odyssey*, which arrived at the planet in late 2362. This ship was deconstructed into a network of terraforming installations that would shift the planet's climate toward human comfort zones, and also into a research colony for 5,000 scientists and workers. Soon, what started as a small trickle of explorers and eccentrics became a flood of immigrants eager to tackle the challenges of homesteading a new world. The *Domus Diaspora* had begun.

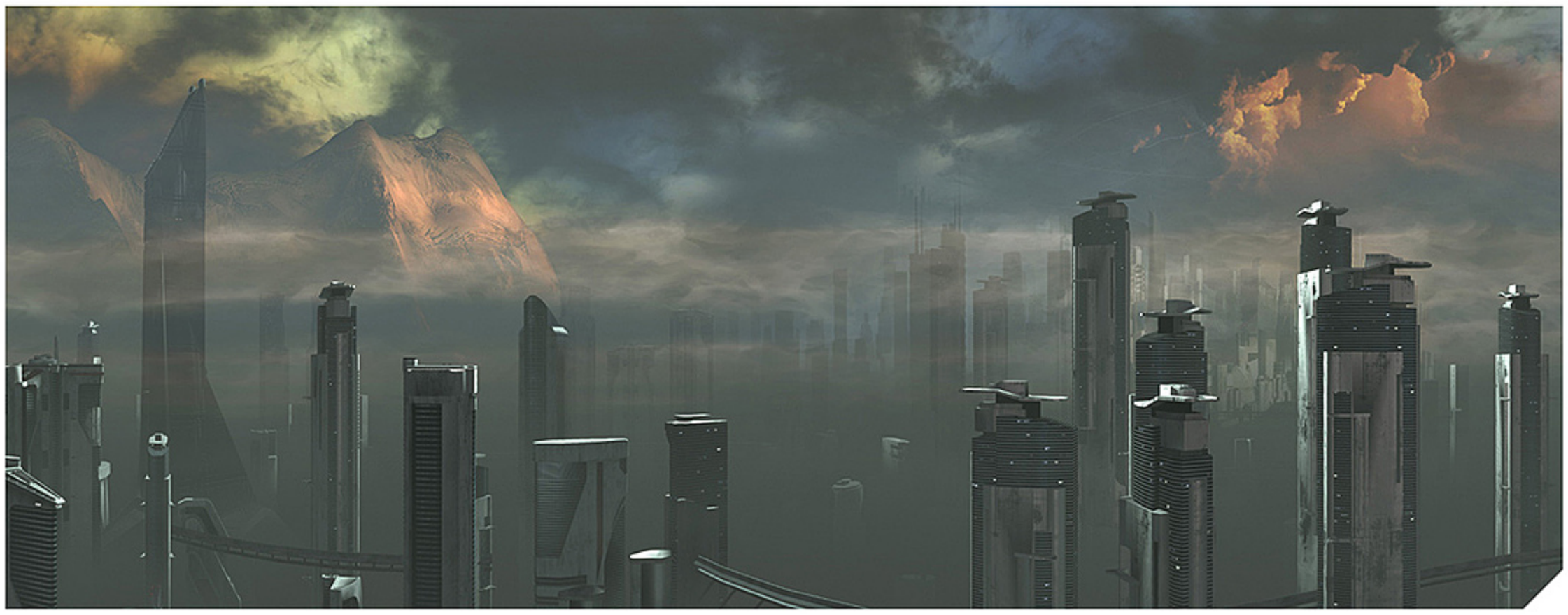
MOONS_01000101



PIONEER SPIRIT

By 2390, the first phase of terraforming was complete, and the second major colonization effort had begun, in tandem with a concerted push by the UEG to demilitarize an increasingly unstable Sol system. After the bulk of the UNSC's administrative and technical infrastructure had been moved to Epsilon Eridani, major corporate investments followed, including construction of the first extrasolar shipyard facilities and material refineries. Reach's first space elevator in Veszprém went online during this period, quickly followed by others scattered along the planet's equatorial band. Outposts and scanning sites were established in and around both of the planet's moons—the looming sentinels, Turul and Csodaszarvas.

Nearby planets soon succumbed to humanity's efforts, becoming burgeoning population hubs of their own or sprawling natural preserves and resort destinations. The gleaming jewel of Tribute possessed a large, thriving population and rich industrial depth, as did Circumstance, along with its highly esteemed educational facilities, theaters, and interstellar courts of justice. Other worlds like Beta Gabriel and Tantalus were sparsely populated, with a focus on preserving existing biospheres and wildlife, recreational retreats, and entertainment, such as buggy racing and cloud drifting. Yet it was ultimately Reach that gave Epsilon Eridani its unparalleled value.



SURFACE_01000101

IRON HEART

During the Insurrection and Covenant War, it was Reach that would bear the brunt of building warships, training personnel, treating casualties, and tallying the dead. It was the men and women of Reach who shielded Earth's colonies from the realities of the war occurring at the edge of human space, and it was Reach that suffered the most from dislocations in trade routes and mass movements of war-scarred refugees. Though it retained a large civilian population throughout both conflicts, by 2535 over a third of Reach's population was under arms, and Epsilon Eridani was on a seemingly permanent war footing. It is a testament to the sheer scale of its industry, population size, and resolute morale that Reach alone was able to reconstitute entire fleets and armies of the UNSC right up to the very eve of its destruction.

At the center of Reach's supercontinent Eposz were the Highland Mountains, home to innumerable UNSC training complexes and top-secret research facilities. Here the SPARTAN-II project first took root, giving birth to the only hope humanity would have after its initial contact with the Covenant. Spartans were built from the raw materials of exceptional six-year-old children and ethics-circumventing ambition. Reach was the home of the Spartans until they were deployed directly into the war.

THE FALL

The Covenant invasion of Reach was a crushing defeat both in terms of lost matériel and morale. The initial strike on the planet occurred on July 23, 2552 when a Covenant stealth team disabled a critical communications relay on the planet and ended mere weeks later on August 30, when the overwhelming bulk of the Covenant fleet arrived in the system and Reach's orbital defenses were destroyed. Though a significant portion of the enemy fleet was destroyed in orbit, the remaining Covenant forces systematically bombarded every population center and military base they could find until September 27, when most ships were recalled for the incipient invasion of Earth or were tasked to help with the siege of Tribute.

Though saved from utter annihilation, the planet was engulfed in massive firestorms initiated by the Covenant's cleansing beams, which consumed most of the outlying urban and manufacturing centers that escaped initial bombardment. Jiralhanae kill-squads stalked the wilds for sport, hunting the few shell-shocked survivors, and a devastating nuclear winter descended onto the wounded planet. When the Great Schism began disintegrating the Covenant, their warships turned against each other, effectively ending their campaign on Reach. The final death toll is officially estimated at 650 million (though some claim the toll was over a billion, once refugees from other worlds are accounted for); a grim fate for those that had already sacrificed so much in defense of Earth and the other colonies.

AFTERMATH

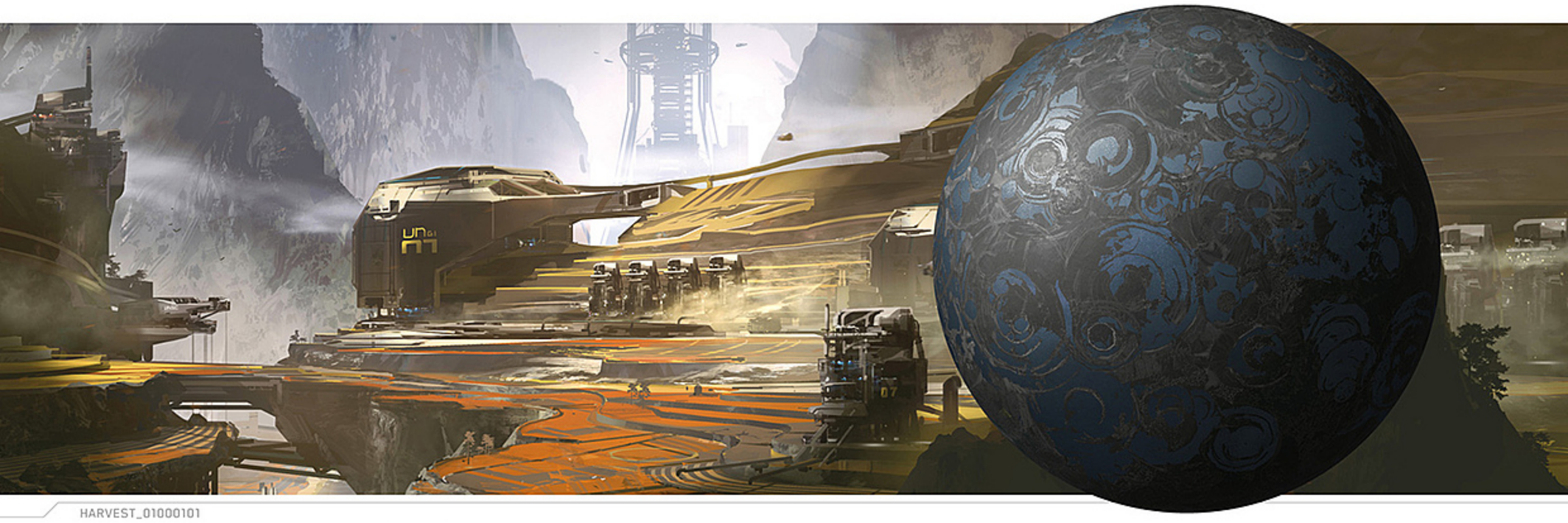
Following cessation of hostilities with the Sangheili, the UEG designated Reach as a priority colonial rehabilitation zone, overruling those who wished to prioritize the reconstruction of Sol's colonies. Technical personnel and security troops were landed on Reach in 2554 and 2555 to assess the world's condition, refit the original terraforming systems, and install new atmospheric scrubbers to mitigate further damage to the planet's biosphere. It would not be long before surviving Reavians, bound to the fate of their homeworld, returned once more eager to prove that Reach's best years were ahead of it.

GLASSED_01000101

HUMAN WORLDS //

COLONIZED WORLDS

NEARLY A THOUSAND HUMAN OUTPOSTS HAD ONCE BEEN SCATTERED ACROSS THE ORION ARM, RANGING FROM RESOURCE FACTORIES BURIED IN MINERAL-RICH ASTEROIDS TO FULLY TERRAFORMED WORLDS WITH POPULATIONS IN THE BILLIONS. THE COVENANT BURNED MANY OF THESE TO GLASS AND RUBBLE, BUT HUMANITY REMAINS RESOLUTE IN THEIR EFFORTS TO REBUILD AND REDEEM WHAT WAS LOST.



HARVEST_01000101

HARVEST

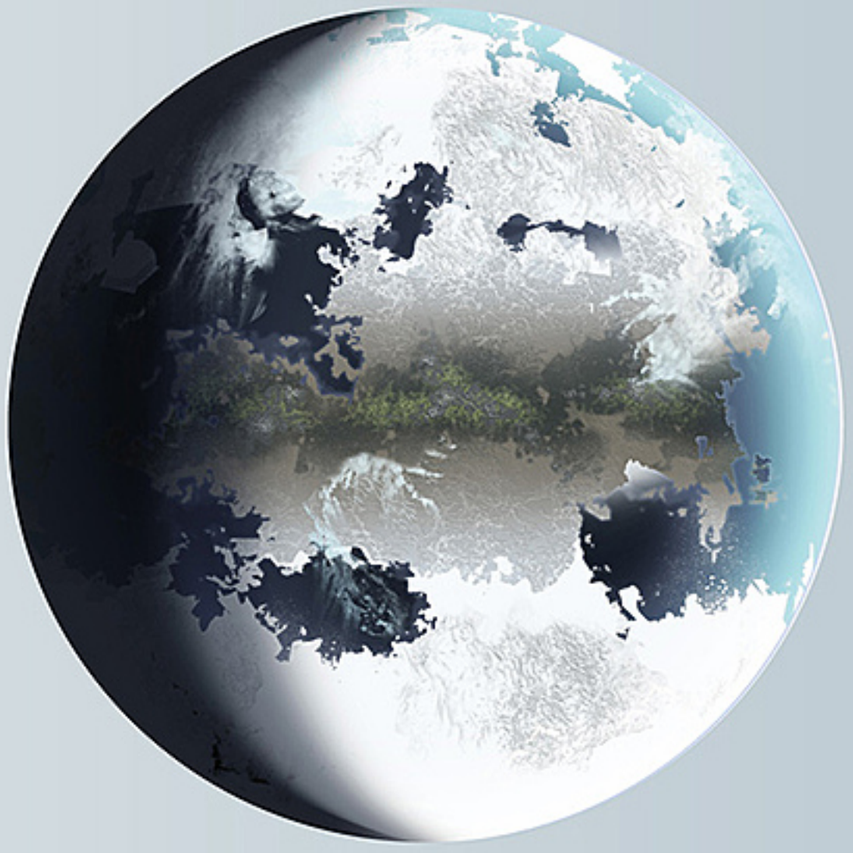
CLASS: Outer Colony
ESTABLISHED: 2468
STAR SYSTEM: Epsilon Indi
SATELLITES: N/A

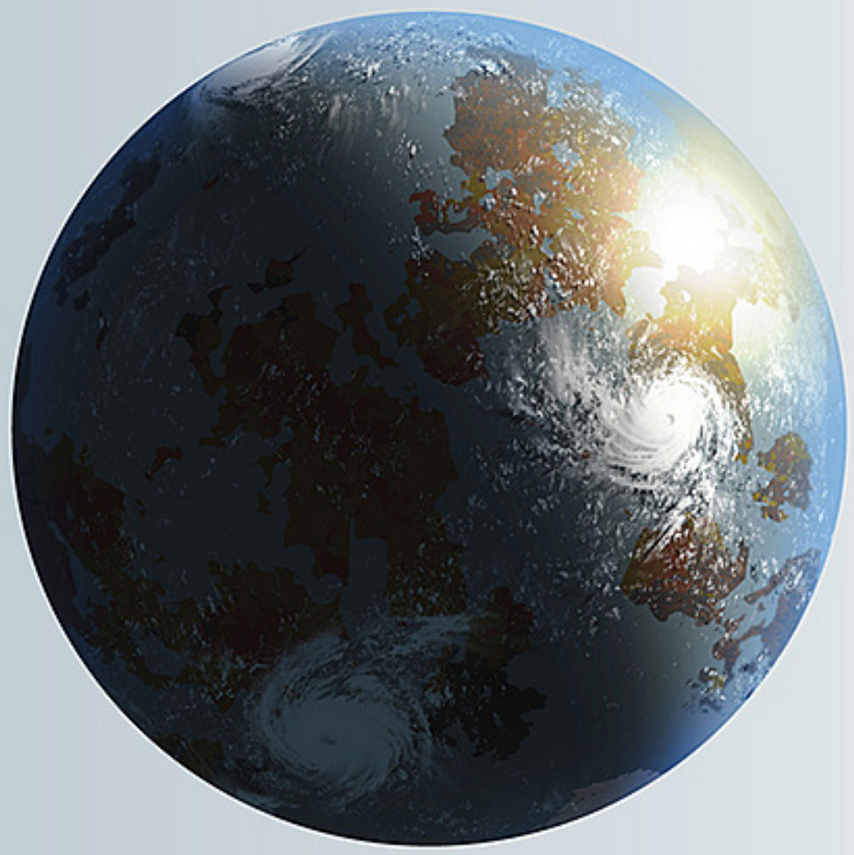
One of the great markers of humankind's agrarian ingenuity, the colony of Harvest was once a rich, burgeoning farmworld unequalled in the export of agricultural goods. Within two short decades of its founding by *Skidbladnir*, the planet became a leading breadbasket world, providing a seemingly endless boon of crops and produce to all sectors of human space. Whether the gleaming jewel of Utgard city or the humble farmsteads scattered across immense swaths of Ida, Harvest was a picture of the colonial dream. Then the Covenant arrived. And this world witnessed firsthand the ferocity of this new alien threat, quickly falling prey to an overwhelming invasion force. After the Covenant glassed Harvest, unleashing a nuclear winter that ravaged the planet for years, the UNSC struck back with a massive naval force, unwilling to so easily let this world go. Five long years of brutal warfare eventually saw the enemy release its hold, but by then the cost was unfathomable, serving as a dark omen of the next thirty years for humanity. Whether due to sorrow or practical impossibility, no formal effort has been made to reclaim what remained of this world.

CONCORD

CLASS: Outer Colony
ESTABLISHED: 2490
STAR SYSTEM: Alabaster
SATELLITES: Mesker, Ophilia

Initially categorized as a marginal prospect for colonization, Concord was situated at a prime confluence of multiple slipspace routes and possessed extensive mineral wealth that was of interest to Lethbridge Industrial and settlement co-ops based in the Jovian holdings of Sol. The war led to a surge of population and investment from evacuated planets, transforming outposts into cities in the span of a few decades and elevating Lethbridge to the status of a first-tier megacorporation. The habitable band of Concord is relatively mild and pleasant, but the hinterlands are hostile and remain sparsely populated except by miners and hardy isolationists. Lethbridge continues to invest heavily in developing Concord, despite Covenant attacks and Kig-Yar raids, which have tested its defenses.





DRACO III

Like many worlds terraformed by humanity for colonization, Draco III saw its share of challenges even before the Covenant War. Its rugged terrain and particularly harsh storm seasons meant the people of Draco III had to be strong and resilient, a fact which eventually led to political unrest over their perceived subservience to Earth. But when the Covenant arrived in 2545, the aliens found Draco III united and defiant. Tragically, this led to greater brutality than what most other colonies had experienced, as the Covenant glassed only a portion of the world, and used the rest as hunting grounds to train their warriors. After Spartans decimated the enemy presence on this world, it remained empty for years until settlers finally returned, attempting to rebuild what they had lost. Despite attempts to hijack this effort by rebels and malcontents, the UNSC swiftly neutralized those threats, renewing their commitment to protect the world's budding recolonization endeavor.

CLASS: Outer Colony
ESTABLISHED: 2439
STAR SYSTEM: Draco
SATELLITES: N/A

CASCADE_01000101

CASCADE

A hopeful note of human resourcefulness and endurance against the tragic backdrop of the Covenant War, Cascade has emerged as one of the richest and most heavily urbanized surviving colonies. From the bright lights and frenzied skyways of the capital city of Mindoro to the dense industrial maze of the Volamon manufacturing complex, this colony is home to numerous interstellar corporations and the source of countless commercial goods, making it the crown jewel of the Outer Colonies and a vital center of trade. To protect the planet, a major UNSC naval depot was established in 2530. Cascade was one of the main terminus locations for skilled engineering and technical personnel evacuated from other Outer Colonies, and the UEG poured immense resources into the terrestrial and orbital infrastructure to replace early losses. The new population is mostly spread across a thick ribbon of newly built arcologies and floating cities, while the original settlers remain clustered in the core metroplexes established as part of the first colonization wave.

CLASS: Outer Colony
ESTABLISHED: 2435
STAR SYSTEM: Handan
SATELLITES: Windfall, Ochre

HUMAN WORLDS //

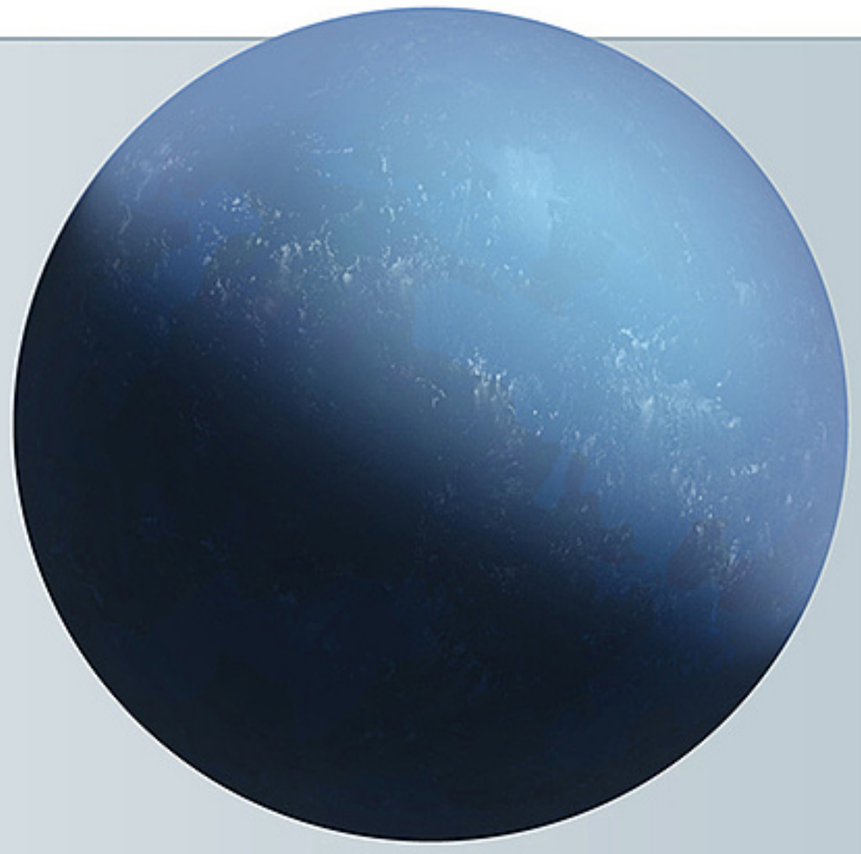
COLONIZED WORLDS

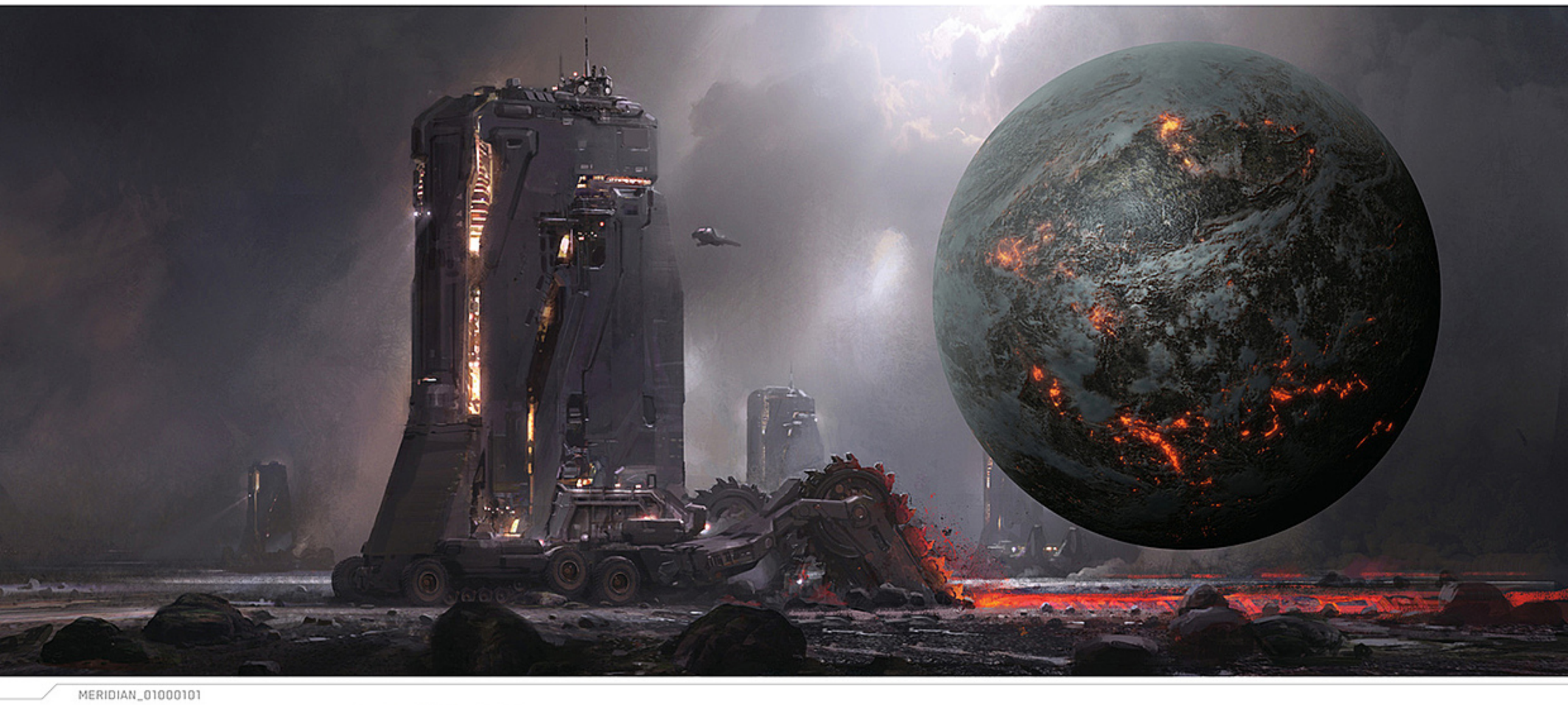
WHILE THE COVENANT WAR REPRESENTED A PIVOTAL MOMENT IN HUMANITY'S PAST AND THE THREAT OF THE BANISHED NOW LOOMS IN ITS FUTURE, MANY WORLDS CONTINUE TO FACE THEIR OWN STRUGGLES. HOSTILE ENVIRONMENTS, HARSH WEATHER CONDITIONS, AND A PLAGUE OF CRIMINAL ACTIVITY MEAN THAT EVEN THE MOST BEAUTIFUL OF WORLDS MAY BE FRAUGHT WITH PERIL.

NEW CARTHAGE

CLASS: Outer Colony
ESTABLISHED: 2379
STAR SYSTEM: Carthage
SATELLITES: Utika, Theveste, Thapsus

The radiant sapphire known as New Carthage was entirely untouched by the Covenant's destructive rampage, and it remains an extraordinary example of colonial resilience and creativity. Requiring no engineering to sustain human life, New Carthage's founding saw the quick explosion of several large-scale urban sites, including the densely populated cities of Suomi, Nystad, and Pilvros. The colony, nevertheless, still held its fair share of challenges, including large stretches of hostile alien environments that remain unexplored over a century later, and it is now dealing with voracious Kig-Yar raiders, attracted by its commercial traffic and a noticeably reduced military presence.





MERIDIAN_01000101

MERIDIAN

CLASS: Outer Colony
ESTABLISHED: 2431
STAR SYSTEM: Hestia
ANCHOR: Hestia V

A bright, majestic orb against the hazy backdrop of Hestia V, Meridian was one of humanity's colonial treasures. A proud people with a rich history, those on Meridian fought back against the Covenant's siege for years, holding the seemingly implacable enemy at bay with a small, but dedicated militia. That was until an invasion force too large to resist blanketed the world with an orbital bombardment that left its surface dead. Years later, the Liang-Dortmund Corporation arrived, erecting a space elevator and establishing ground sites to attempt a salvage operation by mining the glassed ruins. But even this endeavor was met with calamity, when Cortana awakened a Guardian from below its blackened surface.

HUMAN WORLDS //

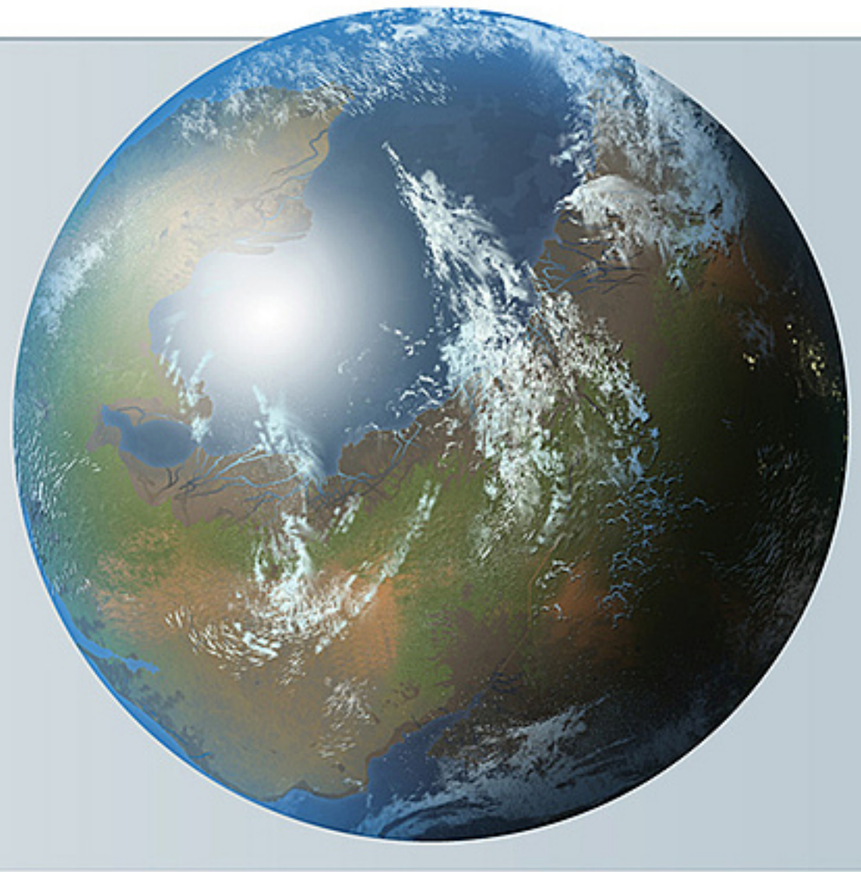
COLONIZED WORLDS

MANY WORLDS REPRESENT TURNING POINTS FOR THE COURSE OF HUMAN HISTORY, MOMENTS WHEN HUMANITY STOOD DEFIANTLY, RAGING AGAINST IMPOSSIBLE ODDS, EVEN WHEN ALL HOPE SEEMED LOST. THOSE PIVOTAL MOMENTS STILL SHINE AS BRIGHT BEAMS OF LIGHT THAT, IN THE END, PROVED TO STAVE OFF THE DARK TIDE OF EXTINCTION.

ALLUVION

CLASS: Outer Colony
ESTABLISHED: 2412
STAR SYSTEM: Bhaakto
SATELLITES: Fallow, Falgo

In 2541, the Covenant's Fleet of Particular Justice arrived at Alluvion, swiftly engaging the local UNSC forces. After months of bitter combat around the planet, the Covenant crushed what remained of its defenders and glassed all major habitats and spaceports. Over a decade later, humanity finally discovered what the Covenant were after when they returned to recolonize a largely pristine, unscathed world. In the shallows of the Sundark Sea was an enormous Forerunner complex where an exotic and potentially revolutionary fuel source had been hidden below the surface for ages.



OBAN

CLASS: Inner Colony
ESTABLISHED: 2553
STAR SYSTEM: Visper
ANCHOR: Mull

Originally intended to be a UNSC stronghold with an expansive military presence and dozens of research facilities, Oban eventually became something far different. When the brutality of the Covenant left the populations of other worlds without homes, millions of refugees streamed into makeshift camps across the coastal regions of Saviron. In a stark divide from the rich and manicured settlements of the original colonists, many of the refugees scratched out a grim existence at salvage and waste processing centers, but, over time, saw measurable progress.

SIGMA_OCTANUS_IV_01000101

SIGMA OCTANUS IV

CLASS: Inner Colony
ESTABLISHED: 2371
STAR SYSTEM: Sigma Octanus
SATELLITES: Highpoint

Apart from the battles for both Reach and Earth, no world was more critical to the shift in the Covenant War than Sigma Octanus IV. It was here that the UNSC's famed Battle Group Leviathan held off the Covenant's Second Fleet of Solemn Accord, neutralizing their efforts to retrieve an enigmatic Forerunner artifact from the surface of the world. Although the planet endured extraordinary trauma and many lives were lost, the Covenant retreated, and humanity secured a hard fought and rare naval victory. Data intercepted during this battle played a vital role in the course of the war.

TALITSA_01000101

TALITSA

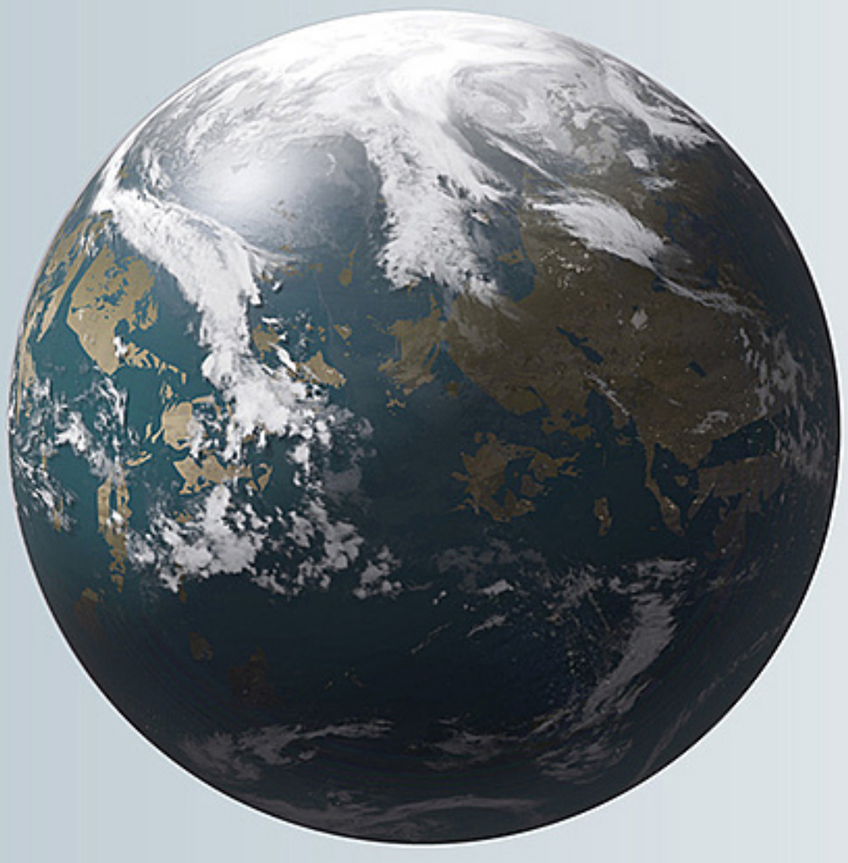
A moon colony defined by large arid deserts and strikingly graceful cities masterfully built into canyon walls, Talitsa never saw the Covenant firsthand, but the destruction of interstellar trade which resulted from their arrival was keenly felt by all. The world's ensuing economic dislocation, coupled with aggressive rebel sects and periodic uprisings has made life inordinately challenging for colonists. Without any formal UNSC or UEG presence available to help protect its people, it remains to be seen if the colony can rise from the current turmoil and reclaim its place in the human sphere.

CLASS: Outer Colony
ESTABLISHED: 2460
STAR SYSTEM: Sverdlovsk
ANCHOR: Vitalyevna

TERCEIRA

An ocean world with lush archipelago chains, at first blush Terceira is a veritable paradise. The planet's beauty, however, belies its native danger. With extreme weather conditions year-round, Terceira's winding stretches of islands are often hammered by tsunamis and hurricanes, providing volumes of research data for meteorological scientists but also wreaking havoc on local populations. Adding to these challenges, the United Rebel Front violently wrested control of the world in 2552 at the end of the Covenant War. Years later, the UNSC finally managed to take the colony back, but rooting out the terrorists who remain hidden on its surface has proven to be an effort in futility.

CLASS: Outer Colony
ESTABLISHED: 2440
STAR SYSTEM: Cavalier
SATELLITES: Victory



ERIDANUS II

Although Eridanus II boasted vast territories free of pollution, elegant ivory cities, and the best education facilities in the Outer Colonies, it has, nevertheless, been embroiled in political infighting and rebel contention since its very beginning. Even the nearby Eridanus Secundus asteroid field provided safe harborage for criminals, raiders, and terrorists, allowing them to remain fixtures of this colony despite numerous efforts by the CMA to prevent it. The constant shadow of violence hanging over the people of Eridanus II had left them weary of war, only to be faced with an even greater threat in the Covenant. The alien alliance devastated most population centers in 2530, but left the planet largely intact, enabling rehab pioneers and Eridanus II natives to return after the war, hoping to rebuild the colony anew.

CLASS: Outer Colony
ESTABLISHED: 2440
STAR SYSTEM: Eridanus
SATELLITES: Ehilend

CHI_CETI_IV_01000101

CHI CETI IV

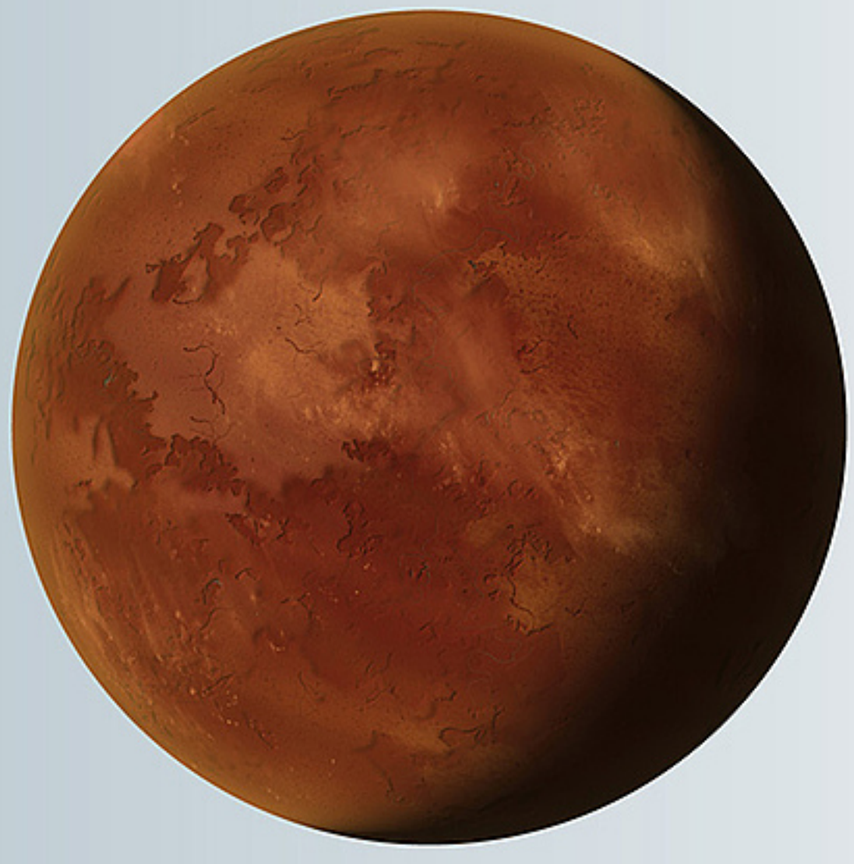
A secluded world with a treacherous, volatile surface, Chi Ceti IV was home to the Damascus Materials Testing Facility, a top-secret military installation which developed and tested Mjolnir, the revolutionary power armor employed by the Spartan-IIs. During their initial attacks in 2525, the Covenant cruiser *Unrelenting* discovered the world. The Spartans valiantly fought back and destroyed the enemy ship, losing one of their own in the process. Despite this tragic loss, the Spartans learned critical information about the alien attackers and their ships, as well as an invaluable lesson: the Covenant would not be defeated without heavy sacrifices.

CLASS: Outer Colony
ESTABLISHED: 2430
STAR SYSTEM: Chi Ceti
SATELLITES: Kensington, Muroto

ACTIUM

The site of a key battle between humanity and the Covenant in 2545, Actium was once a dense jungle world, playing host to myriad indigenous species of flora and fauna. During the war, the colony saw the total destruction of three enormous Covenant staging areas after targeted strikes on their leadership cadres, though it came at the cost of the UNSC Army's entire 53rd Armored Division. While the Covenant would return en force, glassing much of Actium's surface, the tactics used in this battle informed other late-war military strategies, including Operation: RED FLAG.

CLASS: Inner Colony
ESTABLISHED: 2389
STAR SYSTEM: Erem
SATELLITES: Apollo



CARROW

For decades, the desert world of Carrow had a single human population center known only as Suraka, which was evacuated near the end of the Covenant War. Shortly after the Great Schism, a large number of Sangheili refugees found the world empty and settled there in a keep they called Rak. When the original settlers arrived to retake Suraka, the UEG positioned Carrow as part of the Joint-Occupation Zone, a world that would host both species, albeit in a tenuous and volatile state. It was only after a large-scale siege led by a Brute warlord and the unearthing of an ancient Sharquoi stasis-hold did the humans and Sangheili at last find some measure of peace in uniting against a common foe.

CLASS: Outer Colony
ESTABLISHED: 2435
STAR SYSTEM: Holdhome
SATELLITES: Kiriken

HUMAN WORLDS //

COLONIZED WORLDS

Most star systems do not possess worlds suitable for human habitation, but are instead rich in raw resources or hold anomalies of special interest to researchers. Nevertheless, the logistics of slipspace travel and the economics of colonization meant development and investment was always clustered near terrestrial worlds, of which humanity was never lacking. The following depiction includes most notable exosolar colonies, their star system, the date they were established, and the current status and date of the last significant status change.

NAME	SYSTEM	ESTABLISHED	STATUS
Actium	Erem	2389	GLASSED 2545
Alchiba	Alchiba (Alpha Corvi)	2460	ATTACKED 2525
Aleria	Elduros	2490	UNTOUCHED
Algolis	Algol (Beta Persei)	2475	ATTACKED 2549
Alluvion	Bhaakto	2412	GLASSED 2543
Amadora	Lisbon	2499	GLASSED 2539
Amasa	Zeruiah	2467	UNKNOWN
Andesia	Touchstone	2450	UNTOUCHED
Arcadia	Procyon (Alpha Canis Minoris)	2429	GLASSED 2549
Ariel	Timmerick	2485	ATTACKED 2552
Asmara	Husten	2482	GLASSED 2529
Asphodel	Atticus	2455	UNTOUCHED
Atlas	Valence	2450	ATTACKED 2538
Ballast	Kennewick	2373	ATTACKED 2550
Barrier	Chittor	2370	ATTACKED 2552
Barugi	Tisiphone	2460	UNTOUCHED
Beta Gabriel	Epsilon Eridani	2363	ATTACKED 2552
Beta Hydri VI	Beta Hydri	2449	UNTOUCHED
Biko	Kolaqoa	2440	GLASSED 2526
Binterall	Itar 1168	2490	UNTOUCHED
Bliss	Faelith	2440	GLASSED 2526
Boundary	Metrome	2419	ATTACKED 2539
Bounty	Mayer	2455	GLASSED 2548
BXR-730	Amalfi	2522	UNTOUCHED
Camber	Farwatch	2522	GLASSED 2546
Capella	Capella (Alpha Aurigae)	2420	ATTACKED 2526
Carrow	Holdhome	2435	UNTOUCHED
Cascade	Handan	2435	UNTOUCHED
Casmir	Zufor	2365	UNTOUCHED
Cassidy III	Cassidy	2508	UNTOUCHED
Charybdis IX	Charybdis	2375	GLASSED 2535
Chi Ceti IV	Chi Ceti	2430	ATTACKED 2527
Chi Rho	Ectanus 45	2389	UNTOUCHED
Circinius IV	Circinius	2430	ATTACKED 2526
Circumstance	Epsilon Eridani	2364	ATTACKED 2552

NAME	SYSTEM	ESTABLISHED	STATUS
Cleyell	Verdun	2462	GLASSED 2549, 2556
Concord	Alabaster	2490	ATTACKED 2551
Conrad's Point	Mesker	2470	ATTACKED 2558
Coral	Wolf 1473	2470	GLASSED 2552
Côte d'Azur	Monaco	2450	GLASSED 2529
Criterion	Taurus	2388	ATTACKED 2552
Crystal	Dynamix	2440	UNTOUCHED
Cygnus	Cygnus (Gliese 777)	2440	ATTACKED 2552
Cyrus VII	Cyrus	2455	GLASSED 2540
Desdoron V	Desdoron	2439	UNTOUCHED
Draco III	Draco	2439	GLASSED 2545
Draetheus V	Draetheus	2553	DESTROYED 2554
Dryad	Carson	2377	UNTOUCHED
Dwarka	Chosolor	2460	GLASSED 2530
Earth	Sol	N/A	ATTACKED 2552
Eirene	Calypso	2410	GLASSED 2535
Eiro	Ectanus 45	2401	UNTOUCHED
Emerald Cove	Gamma Piscium	2413	UNTOUCHED
Endymion	Moor	2420	GLASSED 2530
Erdenet	Erdenet	2380	ATTACKED 2552
Erebus VII	Erebus	2554	UNTOUCHED
Eridanus II	Eridanus	2440	GLASSED 2530
Escala III	Escala	2446	UNTOUCHED
Estuary	Thompson	2389	GLASSED 2549
Eudemon	Farfield	2554	UNTOUCHED
Etalan	Igdras	2456	GLASSED 2526
Falaknuma	18 Scorpii	2446	UNTOUCHED
Far-gone	Zeta Tucanae	2491	UNTOUCHED
Far Isle	Capstone	2421	UNTOUCHED
Forseti	Arcanis	2420	UNTOUCHED
Freedom	Cybele	2455	UNTOUCHED
Fumirole	Volanus	2370	GLASSED 2552
Gamma Pavonis VII	Gamma Pavonis	2480	ATTACKED 2550
Gannick 22	Maquis	2388	UNTOUCHED
Galodew	Gindenn	2455	ATTACKED 2527

NAME	SYSTEM	ESTABLISHED	STATUS
Gao	Cordoba	2439	UNTOUCHED
Gilgamesh	Uruk	2391	UNTOUCHED
Green Hills	Idgras	2430	GLASSED 2525
Greydowns	Sefton	2373	GLASSED 2549
Groombridge	Groombridge (Groombridge 1830)	2440	GLASSED 2535
Hardscrabble	Outbound	2444	GLASSED 2547
Harmony	Hellespont	2369	GLASSED 2552
Harvest	Epsilon Indi	2468	GLASSED 2525, 2534
Hat Yai	Songkhla	2450	GLASSED 2533
Hellas	Minos	2458	GLASSED 2541
Herschel	Johnson	2446	GLASSED 2539
Imber	Salisbury	2380	GLASSED 2551
Iota	Sigma	2369	GLASSED 2549
Ixion	Lapith	2377	UNTOUCHED
Jastolo	Fieldgreen	2380	ATTACKED 2552
Jericho VII	Lambda Serpentis (Jericho)	2431	GLASSED 2535
Juneou	Ross 128	2330	UNTOUCHED
Kholo	Equinox	2439	GLASSED 2539
Komoya	Sverdlovsk	2458	UNTOUCHED
Kroedis II	Kroedis	2439	GLASSED 2549
Laika III	Laika	2553	UNTOUCHED
Lenapi	Manitou	2381	ATTACKED 2552
Levosia	26 Draconis	2414	UNTOUCHED
Lodestone	Heshdod	2388	UNTOUCHED
Losing Hand	Rogaland	2545	UNTOUCHED
Lostwithiel	Cornwall	2487	GLASSED 2530
Luyten	Luyten 726-8	2387	UNTOUCHED
Madrigal	23 Librae	2458	GLASSED 2528
Mamore	Mamore	2449	UNTOUCHED
Meridian	Hestia	2431	GLASSED 2551
Mesa	Gateway	2380	GLASSED 2549
Mesra	Qusdra	2440	GLASSED 2526
Minab	Naryn	2438	GLASSED 2550
Mindiria	Zhou's Landing	2509	UNTOUCHED
Minister	Xiuquan	2366	UNTOUCHED
Miridem	Rampart	2365	GLASSED 2544
Neos Atlantis	Alcides	2446	UNTOUCHED
Nephis	Tisiphone	2381	UNTOUCHED
Netherop	Ephyra	2450	ATTACKED 2526
New Caracas	Vivas	2453	ATTACKED 2555
New Carthage	Carthage	2379	UNTOUCHED
New Constantinople	Thrace	2436	GLASSED 2539

NAME	SYSTEM	ESTABLISHED	STATUS
New Harmony	Constance	2440	GLASSED 2538
New Jerusalem	Cygnus (Gliese 777)	2441	ATTACKED 2552
New Llanelli	Brunel	2448	GLASSED 2546
Newsaka	Naniwa	2447	UNTOUCHED
Nouveau Montreal	Marian	2460	UNTOUCHED
Oasis VI	Oasis	2388	ATTACKED 2552
Oban	Visper	2553	ATTACKED 2558
Onyx	Zeta Doradus	2491	DESTROYED 2552
Origami	Capella (Alpha Aurigae)	2421	ATTACKED 2526
Paradise Falls	Maelesah	2480	GLASSED 2533
Paris IV	Paris	2385	GLASSED 2549
Partition	Exile	2543	UNTOUCHED
Passage	Pyrrhus	2469	UNTOUCHED
Persia IX	Persia	2450	GLASSED 2540
Reach	Epsilon Eridani	2362	GLASSED 2552
Redstow VI	Redstow	2519	GLASSED 2525
Reynes	Kezu	2469	GLASSED 2548
Roost	Lambda Aurigae	2490	UNTOUCHED
Ruthersburg	Thia	2494	GLASSED 2548
Sansar	Sweorice	2440	GLASSED 2546
Sargasso	Portland	2376	ATTACKED 2546
Second Base	Stidian	2460	GLASSED 2526
Sedra	Orrichon	2460	UNTOUCHED
Sigma Octanus IV	Sigma Octanus	2371	ATTACKED 2552
Skopje	Macedon	2378	GLASSED 2547
Sundown	Renown	2367	UNTOUCHED
Talitsa	Sverdlovsk	2460	UNTOUCHED
Tantalus	Tantalus	2366	GLASSED 2552
Tanuab III	Tanuab	2553	UNTOUCHED
Terceira	Cavalier	2440	UNTOUCHED
Thales	Miletus	2440	UNTOUCHED
Titus	Khutor	2355	ATTACKED 2549
Trevelyan	Zeta Doradus	2553	UNTOUCHED
Tribute	Epsilon Eridani	2364	GLASSED 2552
Troy	Hellespont	2388	GLASSED 2552
Umagena	Ichinomiya	2440	UNTOUCHED
Ursa IV	Ursa	2386	ATTACKED 2552
Venezia	Orso	2450	UNTOUCHED
Verent	Coramir	2465	GLASSED 2529
Verge	Shelaris	2368	ATTACKED 2552
Victoria	111 Tauri	2455	ATTACKED 2532
Vodin	Wake	2455	ATTACKED 2532

HUMAN ORGANIZATIONS //

HUMANITY'S GOVERNMENT

HUMANITY'S CENTER OF GOVERNANCE HAS ALWAYS BEEN EARTH, INITIALLY FORGED AS A VARIEGATED ASSEMBLAGE OF COUNTRIES, INDEPENDENTLY RULED AND OFTEN IN CONTENTION WITH EACH OTHER, BUT NOW A SINGULAR MONOLITH AT THE HEART OF HUMAN-OCCUPIED SPACE.

UEG_EMBLEM_01000101

UNIFIED EARTH GOVERNMENT

The Unified Earth Government (UEG) is humanity's central governing body. It began as a United Nations (UN) supervisory committee for Earth's solar colonies and the newly formed United Nations Space Command (UNSC) in 2170, but eventually transitioned to full autonomy and primacy in all affairs of state. Officially, the UEG has predominance in civilian endeavors and oversees all military activity. However, during the Covenant War, substantial authority was given to the UNSC with emergency powers and declarations of martial law following the loss of the Outer Colonies. Though civilian leadership is now restored, the authority and institutions of the UEG eroded considerably over the course of the war. At present, the UNSC retains a wide latitude regarding interactions with the surviving colonies and affairs on Earth, feeding widespread perception that the UEG is merely a public relations arm for a military government.

UNSC_EMBLEM_01000101

UNITED NATIONS SPACE COMMAND

The United Nations Space Command was established in 2163 to ensure the security of Earth's territories and holdings. The UNSC's area of responsibility was originally limited to the Sol system, but as the political fortunes of the Colonial Military Authority (CMA) faltered, its own influence and budget increased. By 2547, the UNSC's operational scope had expanded to cover the defense of all human worlds.

MISSION

Though changed and amended over the centuries, the UNSC's statement of function can be summarized into two points:

1) Uphold and advance the policies of the Unified Earth Government.
2) Ensure the safety and security of Unified Earth Government territories, possessions, and areas vital to its interests.

MILITARY DEPARTMENTS

There are six military branches of the UNSC. Four are recognized and defined by UEG law (Air Force, Army, Marine Corps, and Navy), while the Spartans are a "continuing organization" that lacks explicit legal recognition. The Office of Naval Intelligence (ONI) is a special case: it is not formally a separate branch of service (bureaucratically, it is subordinate to the Navy), but ONI has had de facto independence from the Navy for nearly a century.

AIR FORCE squadrons are tasked with maintaining aerospace superiority over UEG worlds. For this purpose, the Air Force organizes, trains, and equips air and space forces to interdict and destroy enemy attacks before and after they enter orbit.

UEG_01000101

UNSC_DEPLOYMENT_01000101

ARMY divisions are responsible for the defense of UEG terrestrial holdings and the occupation of enemy territories. For this purpose, the Army organizes, trains, and equips amphibious, land, and airborne forces to occupy and defend terrestrial sites.

MARINE CORPS units are responsible for maintaining an expeditionary force in readiness which can seize and defend space and terrestrial strategic locales in advance of the main UNSC effort. For this purpose, the Marines organize, train, and equip land, airborne, and space combined-arms teams that are capable of rapid deployment by Air Force and Navy assets.

NAVY fleets destroy or suppress enemy space components, specifically, those attempting to attack UEG commerce or terrestrial holdings. For this purpose, the Navy organizes, trains, and equips space forces to establish local naval superiority in deep space and close orbit.

OFFICE OF NAVAL INTELLIGENCE agents serve as the preeminent intelligence service within the UEG. For this purpose, ONI organizes, trains, and equips intelligence collection and analysis organizations that support UNSC and UEG strategic objectives.

SPARTAN operatives are a special operations unit comprised solely of genetically and cybernetically enhanced super-soldiers. For this purpose, the Spartans organize, train, and equip high-threat strike and covert operations teams to advance the UNSC's strategic goals.

ADMINISTRATIVE ORGANIZATION

Ultimately, all authority to direct the UNSC armed forces lies in the office of the UEG President. This authority is legally absolute, but the Chairman of the UNSC Security Council is the principal commander of all UEG military assets and has been authorized to act in the president's stead regarding defense matters.

UNSC SECURITY COUNCIL

The Security Council is the principal staff element of the UNSC and is responsible for policy development, strategic planning, resource management, and fiscal evaluations. By custom, the highest-ranking officer from each branch of the military, the Air Force, Army, Marine Corps, Navy, and Office of Naval Intelligence, is granted a seat on the Security Council. The Spartan branch head was granted a non-voting advisory role in 2554.

HIGH COMMAND (HIGHCOM)

High Command (sometimes informally referred to as "the Admiralty") is the UNSC joint staff, which controls a wide range of sensitive and strategically vital offices and boards, such as the UNSC Inspector General, General Officer Review Board, Special Topics Committee, and Ordnance Committee. High Command senior officers report directly to the UNSC Security Council, but their primary role is to coordinate joint and interagency protocols and objectives. It is because of High Command that each UNSC branch works in close concert, with very few "turf wars" over resources and responsibilities.

HUMAN ORGANIZATIONS //

COLONIAL AUTHORITY

THE SUCCESS OF COLONIZATION WAS CONTINGENT ON HUMANITY'S ABILITY TO GOVERN THEMSELVES NOT ONLY ACROSS A SOLAR SYSTEM, WHICH HAD ALREADY PROVEN DIFFICULT, BUT SPREAD OUT ACROSS THE ORION ARM. EARTH KNEW THAT CERTAIN MEASURES HAD TO BE TAKEN IN ORDER TO GUARANTEE THE SAFETY AND SECURITY OF THE COLONIES.

CAA_EMBLEM_01000101

THE COLONIAL AUTHORITY

The Colonial Military Authority (CMA) was a governmental organization created in 2310 to serve as the UEG's military representative in the colonies, working alongside a civil affairs and governance counterpart, the Colonial Administration Authority (CAA). Together, the two groups were semi-officially known as the Colonial Authority (CA). The presence and activities of the Colonial Authority was mediated through a handful of specific agencies.

CMA MARINES were "the tip of the bayonet" for colonial peacekeeping, with both military and law enforcement duties. They coordinated militia operations and safeguarded critical facilities (such as orbital elevators and power stations), in addition to an active counter-terrorism role. Most of their personnel were later absorbed into the UNSC Marines.

COLONY_DEFENSE_01000101

CMA NAVY fleets had only a limited military role for most of its history, with most ships tasked with search-and-rescue, anti-smuggling, and enforcing trade restrictions. It had only a limited connection to the CMA Marines, and its ships were ill-suited for conducting joint operations. The CMA Navy are now considered little more than managers of navigational buoys and remote fuel depots, despite maintaining a sizable reserve fleet of system defense boats, corvettes, and destroyers.

CAA MARSHALS are a law enforcement agency with jurisdiction on all UEG-controlled worlds, apart from Earth. They continue to enjoy a reputation as incorruptible frontier sheriffs in the Outer Colonies, where a lone marshal was often responsible for enforcing UEG mandates on a single world, and in rare cases, an entire star system.

GOLDEN AGE

As these new worlds proliferated and became more vital, the CMA focused its attention on protecting the Outer Colonies, claiming the lion's share of the UEG defense budget to secure the rapidly expanding periphery while the CAA ensured new settlements funneled raw materials and taxes back to Sol. The Colonial Authority was always at the forefront, helping colonists to tame worlds, rescuing stricken spacecraft, arbitrating legal disputes, and protecting citizens in otherwise lawless areas.

INSURRECTION

In the late 2400s, as brushfire wars began to crop up throughout the colonies, tensions began to develop in the military hierarchy. CMA personnel tended to sympathize with the plight of the colonists, while the UNSC held more allegiance to Earth. It caused no small degree of concern to the UNSC and UEG policymakers when the CMA launched Project: ORION in 2491, intent on developing a tougher and more capable breed of soldier, better able to handle the hardships of colonial duty.

In 2494, Eridanus secessionists began a campaign of violence against their Earth-sponsored government with equipment supplied by traitors within the military, almost certainly the CMA. After months of increasing violence and accusations that sympathizers within the CMA were sabotaging an effective response, the Eridanus government directly petitioned the UNSC for aid, which dispatched a battle group to crush the rebellion. Though the secessionist movement was never conclusively defeated, the CMA's power and influence were significantly reduced in the reorganizations and counterintelligence purges that followed.

INSURRECTION_01000101

COLLAPSE

Over the next few decades, citing security concerns, the UEG gradually shifted the resources to the UNSC. By 2500, the CMA was reduced to patrolling distant colonies and providing logistical support to the rapidly expanding UNSC fleet. The remnants of Project: ORION were eagerly absorbed by the Office of Naval Intelligence's Beta-5 Division during this period, though its lackluster results did not encourage any further development at that time. The Colonial Administration Authority fared better, but its activities were increasingly circumscribed by the UEG, and scrutinized by ONI. UNSC commanders often superseded CAA directives on worlds with insurrectionist activity, which had the unfortunate side effect of suspending democratic government in the name of military expediency.

REPERCUSSIONS

An unsurprising consequence of the Colonial Authority's downfall was the mass exodus of many of its former members, including many well-trained warfighters. Frustrated by the UNSC's extreme actions, these military-trained defectors joined rank with colonial dissidents, further fueling the fires of insurrection across Earth's colonies. Seeking the full independence from UEG authority to operate as distinct, self-governing worlds, many cells forged into a single interstellar entity by 2509, mockingly calling themselves the United Rebel Front.

Under the charismatic leadership of ex-UNSC Marine, Colonel Robert Watts, the Front would prove intractable to the UNSC–despite countless campaigns and military operations–until the deployment of the Spartans and the shocking capture of Watts in 2525, on the eve

VENEZIA_01000101

of the Covenant War. Although the CMA Navy responded quickly to the loss of communication with Harvest, it was clearly outmatched in the violent one-sided skirmishes that followed first contact with this new enemy. Once the Covenant threat became clear, all CMA combat forces were placed under UNSC control "for the duration of the crisis." This reassignment soon became permanent.

HUMAN ORGANIZATIONS //

MARINE CORPS

A SENIOR BRANCH WITHIN THE UNSC, THE MARINES WORK ALONGSIDE THE NAVY TO EFFECT MILITARY ACTION ACROSS THE FULL RANGE OF HUMAN-CONTROLLED SPACE. THEIR PRIMARY MISSION IS TO CONDUCT EXPEDITIONARY OPERATIONS IN DIRECT SUPPORT OF NAVAL FORCES AND PLANETARY DEFENSES.

MARINE_CORPS_EMBLEM_01000101

ADMINISTRATIVE ORGANIZATION

The administrative head of the UNSC Marine Corps is the Commandant of the Marine Corps (CMC). The Commandant is the Marine Corps' senior general and the service representative on the UNSC Security Council and Unified Ground Command (UNICOM) staff. He or she is responsible for organizing, planning, and implementing all Marine Corps activities.

MARINE CORPS FORCES (MARFOR)

All Marines are administratively under the control of Marine Corps Forces (MARFOR), but operational control of combat units is the responsibility of either Naval Command (NAVCOM) or Unified Ground Command (UNICOM). Administrative control (ADCON) focuses on the authority to reorganize, train, and direct a unit's long-term activities, such as personnel management, contracting, and training. Operational control (OPCON) is the authority to conduct a mission and delegate tasks. This does not include the ability to alter the internal organization of subordinate units.

MARINE_SNIPER_01000101

NAVAL COMMAND (NAVCOM)

Marine units assigned to NAVCOM form what is known as the Fleet Marine Forces, under Fleet Command (FLEETCOM) operational control. This includes marines assigned to shipboard and facility security, boarding parties, and most aerospace assets. Landing parties and expeditionary ground combat units remain under NAVCOM jurisdiction, though UNICOM vehemently disputes this reading of the relevant regulations. Orbital Drop Shock Troopers (ODST) and other Marines special forces are usually under the control of Naval Special Warfare Command (NAVSPECWARCOM).

UNIFIED GROUND COMMAND (UNICOM)

Marines conducting long-term planetary security missions, train-and-equip details, and force augmentation for UNSC garrisons fall under UNICOM operational control. Marine units are unusual in that they can transition back and forth from NAVCOM to UNICOM control in combat zones, synchronized by UNSC Joint Deconfliction Teams.

MARINE FORCE ORGANIZATION

FIRETEAM

The foundation of all marine formations is the fireteam, consisting of three or four members, with the corporal or lance corporal of the group taking charge. The fireteam organization is reinforced at every level of day-to-day training and work in the Corps, and all marines are accustomed to being assigned to fireteams for working parties, teaching and skill testing, and administrative tasks. In the absence of other direction, a group of disparate marines will naturally organize themselves into fireteams.

SQUAD

The basic tactical element of a marine infantry unit is a squad. It consists of three fireteams and an non-commissioned officer (NCO) to coordinate their actions. Squads live, train, and fight together for long periods of time and members often form close friendships. A basic rifle squad consists of two fireteams supported by a heavy weapons fireteam, while a weapons squad contains all heavy weapons fireteams.

PLATOON

A marine rifle platoon consists of a platoon commander and three squads. Vehicle platoons consist of two to four vehicle sections.

COMPANY

A marine infantry company consists of a company commander, senior NCO, admin NCO, communications technician, three rifle platoons, heavy weapons platoon, and attached support units (e.g., Warthog platoons, medical team, additional heavy weapon squads). Artillery companies are called batteries.

HYDRA_PATROL_01000101

MARINE CORPS FORCE ORGANIZATION

NAME	SYMBOL	NOTIONAL STRENGTH	COMMANDER	DEPLOYMENT
Fireteam	Ø	4	Lance corporal or corporal	Working party, vehicle crew
Section	•	8	Lance corporal or corporal	Patrol, ship security team
Squad	••	13	Corporal or sergeant	Dropship combat team
Platoon	•••	40	Second lieutenant or staff sergeant	Frigate troops
Company	I	180	First lieutenant or captain	Cruiser troops Special task force
Battalion	II	900	Lieutenant colonel or colonel	Carrier troops Task force ground combat element
Regiment/Air Regiment	III	3,000	Lieutenant colonel or colonel	UNICOM Rapid Reaction Force
Brigade/Wing	x	9,000	Brigadier general	Marine Air Wing
Division	xx	14,000	Major general	Marine Expeditionary Unit

LEGACY

The UNSC Marine Corps was formally established in 2163, combining the naval and spaceborne expeditionary units of many nations into a single military force. They were prodigiously active during the Insurrection and the Covenant War, as well as the bitter conflicts which followed–including campaigns on Requiem and the early days of the Created uprising. Alongside the Spartans, marines were deployed to Zeta Halo in a last-ditch effort to stop Cortana. They now remain the primary military element among *Infinity*'s scattered and beleaguered forces, unflinchingly fighting to wrest control of the Halo installation back from the Banished.

MARINES_01000101

HUMAN ORGANIZATIONS //

ODST

OFTEN NICKNAMED "HELLJUMPERS," ORBITAL DROP SHOCK TROOPERS (ODST) ARE THE RAPID REACTION FORCE OF THE UNSC MARINE CORPS, FAMOUS FOR DEPLOYING FROM ORBIT IN METEORIC DESCENTS USING INDIVIDUAL DROP PODS.

ODST_EMBLEM_01000101

ORIGIN

Early precursors of the ODST were first officially initiated by the United Nations in 2129, later to be deployed from orbit during the treacherous campaigns of the Interplanetary War. Since then, ODSTs have been a critical element of the UNSC, particularly during pitched battles of the Insurrection and the Covenant War, with an operational success rate second only to Spartan super-soldiers.

RECRUITMENT

ODSTs are an all-volunteer elite force within the UNSC Marine Corps, and their recruitment standards are famously exacting. Even passing the initial screening is considered an exceptional achievement, with their brutal orientation process weeding out all but the most dedicated.

ODST_01000101

ODST ORGANIZATION

ODSTs function in fireteams of six to eight personnel but are trained to be extremely aggressive and independent when the situation demands it. ODST operations primarily consist of direct action, unconventional warfare, deep ground surveillance, long-range recon, and counter-terrorism.

ODST OFFICERS lead from the front and command their troops with acts of bravery and combat proficiency, for Helljumpers are not impressed by authority wielded without competence, nor are they cowed by threats of administrative punishment. Leaders who can wrangle these men and women are a rare breed, and highly valued.

ODST LOADOUTS

Every ODST team's loadout is tailored for a specific mission and task, and each operator is proficient with a wide range of weapons, sensors, and mobility systems optimized for hazardous and difficult environments. Specialized ODST loadouts include:

BULLFROGS are ODST air assault units equipped with jet packs that allow for quick thruster-assisted travel via a series of bounding jumps after they make landfall. Operations in the dense, vertically integrated urban centers and rugged, undeveloped colonial frontiers are challenging, but air assault teams can easily navigate three-dimensional jungles of metal, rock, and vegetation.

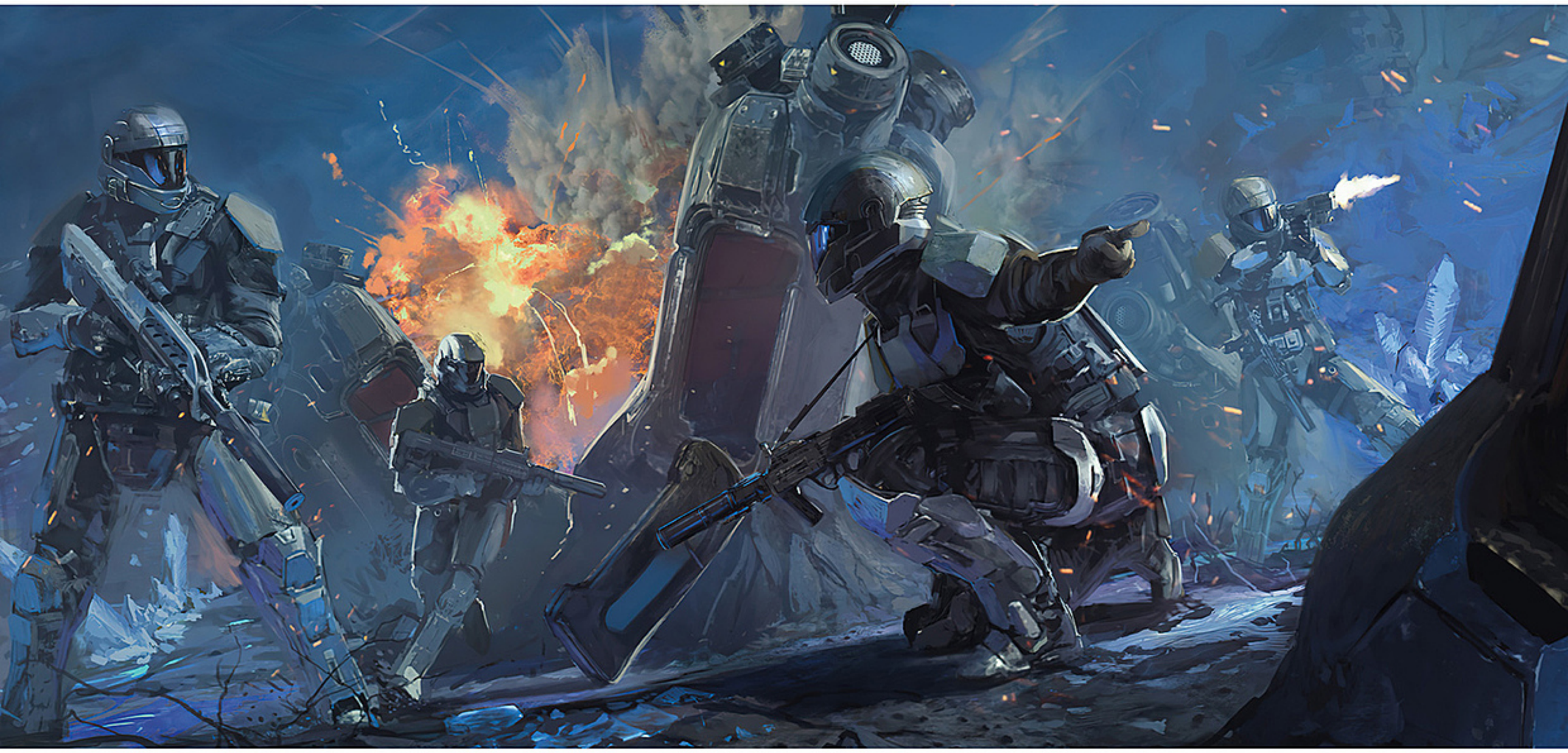
HELLBRINGERS are ODST warfighters of the Special Tactics and Equipment Group (STEG). Motivated and highly trained, they are authorized to use demolition charges and incendiaries in combat, including sub-tactical nuclear weapons and thermobaric munitions, to burn out dug-in enemies or bury them in rubble.

DROP PODS

ODSTs are deployed to turn the tide of battles, raid enemy bases, and assassinate high-value targets. A normal ODST day entails a hair-raising drop from orbit while encased in an armored human entry vehicle. Drop pods are typically deployed from low orbit, with time from release to impact being measured in minutes at the most. The pod is free-falling at high velocity for much of the trip, until the vehicle's braking system is initiated shortly before impact. After the pod touches down in a "controlled crash" the hatch is expelled by explosive bolts and the occupant can immediately begin engaging the enemy.

GOLDEN HOUR

ODSTs adhere to strict deployment protocols, largely built on an ethos that those who lead should lead from the front. During orbital drops, the



SUNRAY_01000101

commanding officer's pod will always accelerate past his subordinates, emboldening those in their charge and preparing them for landfall. Reaching the surface first also holds sheer practical significance, as the commander's pod is often equipped with an array of tactical instrumentation and the capacity to hold a fourth-generation AI. Referred to as the "golden hour," the first sixty minutes of an ODST deployment are vital for success.

NOTABLE UNITS

ALPHA-NINE was a rapid-reaction ODST team who participated in numerous engagements over the course of the Covenant War, including key battles on Sargasso, Reach, and Earth. Alpha-Nine's ability to complete missions through improvisation and quick thinking earned them the attention of ONI, eventually transitioning the team into the Spartan branch.

COMMAND SQUAD SUNRAY is the lead element of Boomerang Company, one of the UNSC's elite ODST teams assigned to the UNSC *Spirit of Fire*. After successfully fending off a Covenant plot to activate a mothballed Forerunner fleet in the uncharted Korinth Prior system, they found themselves awakened at the extragalactic Ark, where they squared off against Atriox and the Banished.

FIRETEAM RAVEN was present on the UNSC *Pillar of Autumn*, designated as part of the ODST battalion connected to ONI's Operation: RED FLAG. When the *Autumn* was forced to evacuate Reach, it arrived weeks later at Alpha Halo. Besieged by the Covenant, Major Antonio Silva deployed Raven to several critical battles on the alien installation, but they were killed when the Master Chief was forced to destroy the ring.

SILVA_01000101

HUMAN ORGANIZATIONS //

AIR FORCE AND ARMY

ONCE A SUPERIOR ENEMY HAS BREACHED THE ORBITAL PLANE, ALL THAT REMAINS IS A TEST OF RESOLVE THROUGH THE DENIAL OF STRATEGIC FOOTHOLDS AND LEVERAGE POINTS ACROSS AIR, LAND, AND SEA. ENTER THE AIR FORCE AND ARMY, UNSC BRANCHES COMMITTED TO PERSUADING THE ENEMY THAT RETREAT IS THE ONLY VIABLE OPTION.

AIR_FORCE_EMBLEM_01000101

AIR FORCE

The Air Force is tasked with maintaining aerospace superiority over UEG worlds with a combination of weapon satellites, drones, and crewed aircraft. Though their partners in the Navy rarely enjoy uncontested superiority of the ultimate high ground (orbit and beyond), the Air Force excels at dragging their enemies down into the gravity well and close to the dirt, where the UNSC has a homefield advantage.

ORGANIZATION

The most basic unit of Air Force combat power is the Flight, consisting of three to four aircraft and their support personnel. These are identified by a phonetic letter designation officially, but most also have an informal nickname. Two to six flights, plus additional command and technical elements comprise a Squadron, which is identified by a number and mission type (e.g., 980th Intercept Squadron). Groups (expeditionary) and Wings (garrison) are larger organizations that combine several aircraft squadrons with non-aircraft units that provide specialized services, such as airbase operation and fuel refining.

INVENTORY

The Air Force operates a network of quick reaction squadrons on Earth and most Inner Colonies, which are prepped and ready to deploy with atmospheric fighters and military spaceplanes at the first sign of an attack. Most of its atmospheric forces are comprised of unmanned combat air vehicles, such as the F-99 Wombat, which are expendable and can be deployed in large numbers very quickly. These are supplemented by multi-role Longsword interceptors, Broadsword fighters, and Shortsword bombers to engage targets on the ground, in the air, and in space.

Although seemingly archaic by practical standards, many Air Force operations were launched from roving watercraft and carrier platforms during the Covenant War, vectoring in strikes from outside the enemy's sensor horizon, then retreating to underwater staging areas.

CARRIER_01000101

TROOPERS_01000101

ARMY_EMBLEM_01000101

ARMY

The Army is the UNSC's most important force for defending the territories in its possession, and it provides the majority of soldiers who fight in ground campaigns. All Army soldiers are trained warfighters, but in times of peace they also provide an invaluable force of engineers, technicians, builders, and designers who perform public works and improve existing colonial infrastructure to support future UNSC deployments.

ARMY COMMAND (ARCOM)

Before the Covenant War, Army units were under the administrative control of a special local command (Army Component Command) based on its assigned colony, but as the war escalated many of these were "temporarily" disestablished (i.e., the colony was lost and the surviving forces were reassigned) and replaced by sector working groups on Reach and Earth. Operational control of Army forces is the responsibility of Unified Ground Command (UNICOM).

ARMY RESERVE

Soldiers serving in the Army Reserve are trained and equipped much like other Army forces, though their missions are oriented toward garrison and support. Reservists train and work on a part-time basis, supporting UNSC operations and UEG initiatives, and then return to civilian life. In an emergency, they are called up to coordinate and support the planetary militia and gendarmerie on behalf of UNICOM.

NAUTICAL FORCES

The Army maintains specialized "wet navy" forces on several worlds, such as submarine arsenal ships on Reach and aircraft carriers on Earth. On several worlds these were the last surviving military assets that survived invasion and orbital bombardment, as the Covenant often bypassed a planet's oceans for other targets.

RANGERS

Army Rangers are an elite cadre of long-range scouts and counter-insurgency specialists. Spartans work closely with the local Rangers to defend human settlements from raiders and organized criminal elements, and often rely on their knowledge of the terrain when conducting deep strikes into enemy staging areas. Prior to the establishment of Spartans, the highly advanced Delta-6 Division exclusively recruited from Rangers, ONI deploying them on assignments well outside the capacity of conventional warfighters.

SECURITY FORCES

Army Security Forces are military police with a wide range of duties, many of which extend into colonial occupation, reconstruction oversight, and even civilian law enforcement. Though their role is limited within the Inner Colonies, those deployed in frontier areas assist CAA marshals and UNSC peacekeeping forces in combating insurrection movements, monitoring megacorporate activity, and guarding critical infrastructure.

HUMAN ORGANIZATIONS //

NAVY AND ONI

THE VAST OCEAN OF SPACE THAT ENCOMPASSES EARTH'S COLONIES IS POPULATED BY COUNTLESS HUMAN FLEETS, GOVERNED BY AN ELABORATE SYSTEM OF PROTOCOL, JURISDICTION, AND GRITTY DETERMINATION. THIS IS THE UNSC NAVY, HUMANITY'S PRINCIPAL SPACEBORNE MILITARY PRESENCE. LITTLE OF INTERSTELLAR CONSEQUENCE HAPPENS WITHOUT THIS ENTITY'S HELP OR OVERSIGHT.

NAVY_EMBLEM_01000101

UNSC NAVY

The Navy is the senior service of the UNSC, responsible for the defense of Earth and her colonies, ensuring the safety of trade and commerce, and assisting UEG agencies in interstellar governance.

MISSION

The Navy's primary mission is to ensure the UNSC's freedom of action in space. The Navy works closely with Unified Ground Command (UNICOM) when conducting in-atmosphere operations and orbital fire support, as that is not its designated area of responsibility.

NAVAL COMMAND (NAVCOM)

NAVCOM is a unified combatant command, with representatives from all UNSC branches of service serving in joint leadership and committee appointment.

TASK COMMANDS

The operating forces of the Navy and their commanders have a dual chain of command. Administratively, they report to NAVCOM. Operationally they report to their assigned Task Command. There are currently three Task Commands under NAVCOM:

FLEET COMMAND (FLEETCOM) directs the movement and tasking of naval squadrons and is responsible for coordinating with UNICOM, its terrestrial counterpart. FLEETCOM is ultimately responsible for the proper allocation of all Navy warfighting assets and maximizing their combat efficacy.

NAVY LOGISTICAL OPERATIONS COMMAND (NAVLOGCOM) is responsible for ensuring all Navy warships are spaceworthy and supplied with reaction mass, ammunition, spare parts, and food. NAVLOGCOM also oversees the design, contracting, construction, and maintenance of Navy ships and facilities.

NAVAL SPECIAL WARFARE COMMAND (NAVSPECWARCOM) is a small, culturally distinct segment of the Navy that trains, equips, and oversees special forces personnel who operate in support of UNSC space operations.

FLEET ORGANIZATION

The Navy has always been the UEG's premier force-in-readiness, and an important instrument of Earth's political control over the colonies.

SECTOR COMMANDS

Warships are apportioned to fleets assigned to numbered sectors, which are contextually organized based on low-energy slipspace routes branching away from Earth and linking the inhabited colonies. Special task forces not assigned to a sector can also be assembled and given responsibility for areas outside these standard routes, designated as a "lettered sector." Prior to the Covenant War, these defense fleets were considered little more than glorified revenue police, though they were invaluable in the opening years of the war, providing desperately needed training cadres and battle-ready warships.

BATTLE GROUPS

Fleets are further subdivided into numerous battle groups: flexible combat elements that can be "plugged together" into ad hoc fighting forces based on immediate tactical challenges. Squadrons are administrative units (not tactical) that Navy ships are enrolled in for record-keeping and honorific purposes.

SHIP CAPTAINS

The commander of each Navy ship is referred to as "Captain" (or "Skipper" in less formal situations) regardless of their actual commissioned rank. By law, regulation, and tradition the captain has considerable authority, and is personally responsible for the crew, ship, and mission. All UNSC personnel aboard a Navy ship, regardless of rank and branch of service, must defer to the captain's orders when it comes to the operation and safety of the ship. It is important to note that the "captain" may be anyone that has assumed lawful command of the ship; in exceptional situations (such as the result of the command crew being killed) this could be a non-commissioned officer.

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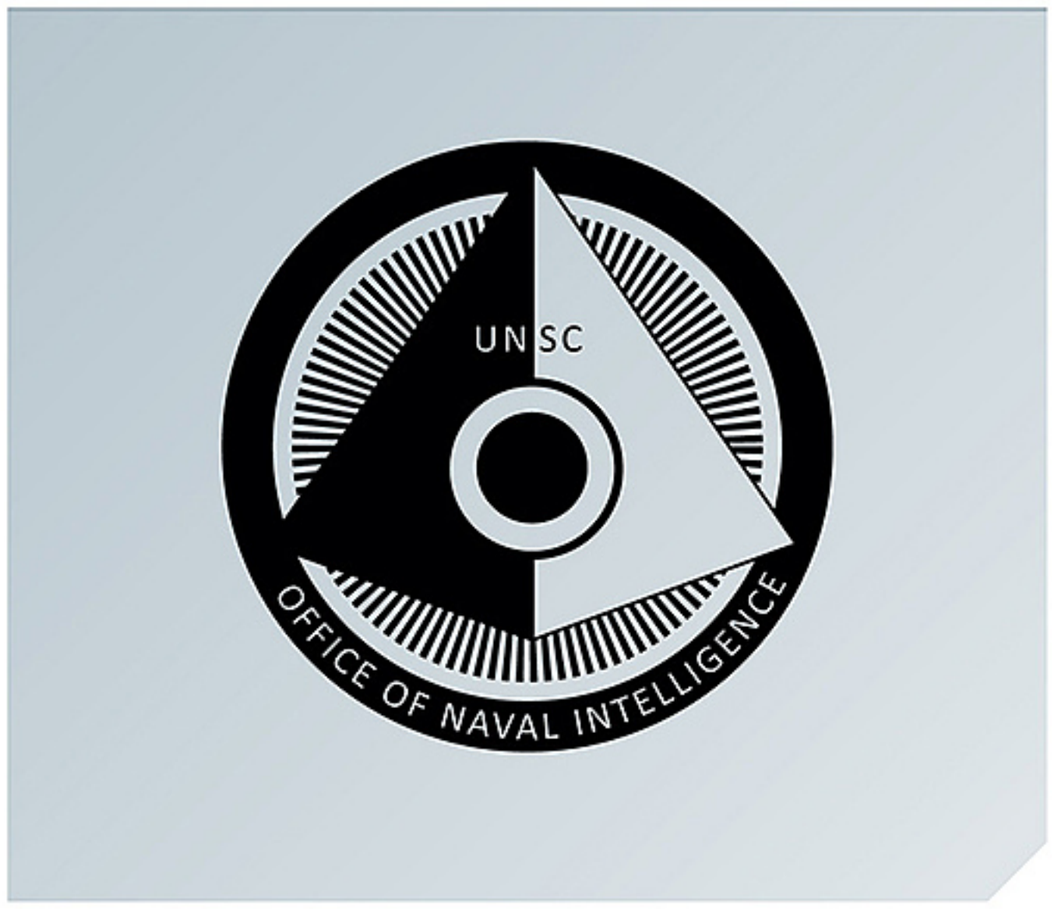


SWORD_01000101

OFFICE OF NAVAL INTELLIGENCE

Officially, the Office of Naval Intelligence (ONI) is the UNSC Navy's military intelligence agency. However, it has grown into something much greater: an interstellar espionage organization that directly influences and controls many aspects of the UNSC and UEG through a network of influence, information control, and proxy management.

RELATIONSHIP WITH THE NAVY

ONI is technically a branch of the UNSC Navy, but in actual practice it has almost complete autonomy. The two organizations remain closely linked in terms of administration and overall culture, though high-level collaboration at the flag officer level is fraught with political peril and bureaucratic maneuvering.

SECTIONS

ONI is organized into sections that specialize in different aspects of intelligence collection, analysis, and dissemination. Within each section are compartmentalized teams dedicated to more specific long-term tasking and program management.

SECTION ZERO - INTERNAL AFFAIRS

Section Zero is a group within ONI that conducts internal affairs and security audits. Section Zero believes their existence is secret and unknown to the rest of ONI, but other sections are not only aware of Section Zero, but they also actively work to infiltrate it and turn it against their rivals.

SECTION ONE - MILITARY INTELLIGENCE

Section One is responsible for the collection and analysis of naval intelligence. It is the oldest and most "traditional" element of ONI, with offices and functions that predate the formal creation of the UNSC. It is the only section to have a notable public presence, with its Fleet Intelligence Center (FIC) issuing UEG slipspace travel interdiction orders, planetary evacuation notices, and threat advisories on behalf of the UNSC and UEG.

SECTION TWO - INFORMATION OPERATIONS

Section Two began as the public relations division of ONI, but it has evolved over time into an expansive organization that specializes in "information shaping" operations covering the entire UEG. Though it is dismissively referred to as a propaganda organization by many within the UNSC and the public, most Section Two operations involve collecting and disseminating accurate information and reports for use by policy makers.

SECTION THREE - DIRECT ACTION

Section Three handles special acquisition, research, and development projects for the UNSC, both directly and through its vast network of front organizations. Its power is considerable, spreading through the corporate and academic world in both covert and overt channels.

SECTION FOUR - SURVEYING

Section Four is a clandestine survey group that conducts xeno-archaeology and pioneering efforts so that ONI can claim new worlds for their own use, without informing the UEG of their existence or habitability. In addition, Section Four maintains observation capabilities at worlds belonging to the Covenant, the Banished, and independent human governments.

ALPHA_SITE_01000101

HUMAN ORGANIZATIONS //

SPARTANS

REMARKABLE SUPER-SOLDIERS CREATED BY THE UNSC, THE SPARTANS WERE ORIGINALLY DESIGNED TO QUELL COLONIAL INSURGENCY AND PREVENT FULL-SCALE CIVIL WAR. THEY ULTIMATELY BECAME HUMANITY'S ONLY HOPE FOR SURVIVAL AGAINST THE COVENANT, AND WERE FORGED INTO A UNSC MILITARY BRANCH DURING THE FINAL DAYS OF THE WAR.

SPARTAN_01000101

SPARTANS_EMBLEM_01000101

ORIGINS

There are four generations of the Spartan super-soldier program, with unique recruitment, training, and augmentation pathways. Each generation improved on the last in terms of safety and enhancement protocols, but they vary significantly with respect to individual combat effectiveness. Every super-soldier program focused on a specific strategic goal and that was not always to create the best infantry soldiers. The culmination of these efforts was the formalization of the Spartan branch in the waning days of the Covenant War.

SPARTAN OPERATIONS

Established in 2553, all surviving Spartan super-soldiers were placed under a new special forces command that answered directly to the UNSC Security Council. Though no longer directly under the thumb of ONI, Spartans remain the premier strike force of the UNSC, and as such their services are invaluable for covert operations. The vast majority of the branch's members are Spartan-IVs, recruited from UNSC veterans and augmented in the years after the war.

COMMAND-AND-CONTROL

The Spartan branch retains administrative control over all Spartans in the field, but tactical deployments are the responsibility of the command group to which they are assigned. Spartans are designated strategic assets with considerable autonomy, but they work closely with both UNICOM and NAVCOM special forces (notably, ODST strike forces and Army Ranger teams) during deployments.

SPARTAN FIRETEAMS

Spartans are organized into fireteams of four to five operatives. Every Spartan is assumed to be omni-capable in basic military matters, so they are also tasked with developing innate talents and specialized skills to aid their team and focus their prodigious effectiveness. Spartans are expected to work well in any fire-team composition, but specific units are typically maintained if the dynamics are good and combat efficiency remains high.

MISSION HANDLERS

Every Spartan fireteam is assigned a mission handler before each operation. This is a Spartan technical specialist who provides intelligence support, coordination with other military units, and status updates.

SPARTAN COMMAND STRUCTURE

ROLE	RESPONSIBILITIES
Spartan	Augmented special forces operative.
Fireteam Leader	Field leader for a fireteam of 3-5 Spartans.
Mission Handler	Spartan command liaison and intelligence support stationed remotely. Responsible for managing 5-10 fireteams; 20-50 Spartans.
Spartan Commander	Overall command-and-control of a Spartan company. Responsible for upward of 300 Spartans.
Director of Spartan Operations	Commander-in-Chief of the Spartans (CINCSPAR).

Spartans have a relatively flat command structure that emphasizes independence of action and unity of purpose over a complicated hierarchy. Spartans do not use the rank system of the other branches, but do have tiers of authority and responsibility, as well as defined positions in the UNSC chain of command.

TRAINING

One immediate focus of the Spartan branch was the establishment of robust and comprehensive training infrastructure to ensure the onboarding process was both efficient and effective. Facilities were established such as Naxos, Laconia, and Virgo, all hidden in the depths of space. Separate orbital combat stations, like Munera platforms, were jointly developed and sponsored by private weapon and armor manufacturers eager to analyze raw simulation data in order to better enhance their own product lines.

ORION_EMBLEM_01000101

ORION PROJECT

ORION (officially referred to as 'SPARTAN-I' after 2513) was the UNSC's first serious venture into super-soldier theory and application in 2491, with the program's first viable combat assets deployed during the early years of the Insurrection. Though ultimately deemed unsuccessful, ORION provided the technical and medical foundation needed for later programs.

ORIGIN & PURPOSE

Project: ORION was built on enhancement protocols first investigated during the Interplanetary Wars, taking advantage of over a century's worth of additional medical advancement and the political impetus provided by the ever-increasing threat of colonial unrest. Funded by the UNSC's Office of Naval Intelligence but executed as a Colonial Military Administration program, veteran special forces soldiers were augmented and deployed in Operations: CHARLEMAGNE, TREBUCHET, KALEIDOSCOPE, and TANGLEWOOD. The hope for ORION was that it would quickly neutralize insurrectionist activity, but the project came online far too late to halt the slide into full-scale civil war.

AUGMENTATION

The augmentation methodology for ORION was revolutionary but had significant limitations due to the fact that they were applied to adult subjects. Compared to later protocols, the improvements were relatively minor: increased strength, speed, agility, vision, and reaction times. However, ORION subjects were practically indistinguishable from other CMA and UNSC soldiers without invasive medical examinations.

RESULTS

Due to cost, the program was unofficially terminated in 2506, and the remaining 165 assets were distributed across the UNSC's branches, in various theaters of the Insurrection.

HUMAN ORGANIZATIONS //

SPARTAN-II

FACING THE IMPENDING BREAKDOWN OF HUMAN CIVILIZATION ACROSS EARTH'S COLONIES, ONI TOOK DRASTIC MEASURES TO STEM A GROWING TIDE OF DISSENT. HARNESSING DOZENS OF SCIENTIFIC DISCIPLINES, THE SPARTAN-II PROGRAM WOULD CREATE THE GREATEST WARRIORS HUMANITY HAD EVER SEEN, BUT THE THREAT THEY WOULD FACE WAS FAR GREATER THAN THE ONE THEY WERE MADE FOR.

SPARTAN-II_01000101

SPARTAN-II_EMBLEM_01000101

The achievements of the SPARTAN-II program amounted to a revolutionary advancement in human augmentation, employing protocols with exacting physiological and neurological requirements and the use of radical surgical and genetic engineering techniques. Each candidate was focused and honed into the deadliest weapons in human history, then plied with state-of-the-art power armor to make them virtually indestructible to most conventional weapons.

ORIGINS

The SPARTAN-II program was the creation of Dr. Catherine Halsey and part of ONI's desperate maneuvering to resolve the existential threat posed by the Insurrection, a gathering storm of human rebels who sought to overthrow the UEG. In 2517, the program's candidates were handpicked by Halsey from Earth and all the colonies at the age of six years old, each of them physically and intellectually representing the very pinnacle of raw human potential. Like ORION years before it, SPARTAN-II was created to disrupt, disorganize, and demoralize the leadership of the enemy before they could amass the strength

HIGHLANDS_01000101

to challenge the UNSC in direct confrontation. They would ultimately become humanity's saving grace in the face of the Covenant.

TRAINING

The candidates of SPARTAN-II were segregated from human society and subjected to severe training and mode conditioning for decades in the Highland Mountains of Reach. This intensive indoctrination produced a fierce and tenacious loyalty to the mission of the UNSC, which would be less prominent in later Spartan generations. From the age of six, Spartan-II candidates were forged into top-tier special forces personnel, cross-trained in multiple occupational specialties with years of field experience, and given routine access to the most advanced warfighter technologies. Built from the ground up by the highly esteemed Chief Petty Officer Franklin Mendez, the process of creating this kind of soldier often blurred ethical lines, placing the candidates placement in desperate and dangerous scenarios, which bred unique survival instincts and fostered resilient loyalty. By the age of fourteen, the candidates were practically indistinguishable from the UNSC's highest-rated combat elements.

AUGMENTATIONS

The augmentations devised by Halsey were revolutionary, but also painful and scarring. In 2525, each candidate endured a carefully tailored and highly invasive set of biological, chemical, and neurological procedures, which involved genetic engineering, organ replacement, surgical enhancement, and cybernetic implantation. Even then, the process was not foolproof and half of the initial pool of candidates either died on the operating table or suffered severe side effects, which rendered them unfit for service. Despite this tragic cost, the combination of experimental procedures and superior candidates resulted in something irreproducible in later generations.

PROJECT: MJOLNIR

Though remarkable on their own, Spartan-IIs were explicitly designed to be fitted with Mjolnir Powered Assault Armor. A half-ton of hyper-dense composite armor fueled by a compact fusion power plant, only augmented humans were capable of wearing Mjolnir armor without risk of serious injury or death. Exponentially enhancing a Spartan's strength, speed, and strategic capabilities, the armor allowed them to lift two tons and to run for extended periods at 20 mph (32 kph). It featured a warship-grade computer, automedic system, and uplinks to the UNSC battle network. During the course of the war, Mjolnir would go through multiple generations, including features adapted from reverse-engineered alien technology, like personal energy shielding.

TECHNOLOGY

Created by Dr. Halsey in parallel with SPARTAN-II and manufactured by the Materials Group at the classified Damascus Materials Testing Facility on Chi Ceti IV, each contemporary Mjolnir suit has a compact computer core capable of hosting a high-level smart AI, in addition to running a battle management system that coordinates all suit and sensor functions. Known as the Mjolnir BIOS, this specialized operating and control system is directly linked to the Spartan through their neural interface.

The undersuit is a force-multiplying exoskeleton, with attachment points for armored plates and equipment modules. Other features include a shock-absorbing gel layer and full life-support when worn with a helmet. The helmet faceplate is a multi-sensor array (protected by anti-flash coatings) with a viewscreen on the inside. The Spartan sees the world through an augmented reality display overlaid by health status, shield power, navigation markers, and threat tracker readouts.

HUMAN ORGANIZATIONS //

SPARTAN-II TEAMS

FROM THEIR INCEPTION, SPARTAN-II STRIKE TEAMS WERE BUILT AS DISCRETE, COUNTER-INSURGENCY COMBAT ELEMENTS THAT TYPICALLY CONSISTED OF 3–5 MEMBERS, EACH WITH DISTINCTIVE SKILLSETS THAT, WHEN COMBINED, YIELDED ASTONISHINGLY EFFECTIVE RESULTS.

BLUE_01000101

BLUE TEAM

One of the most legendary and effective Spartan teams to ever be deployed, Blue Team has completed more missions during the Covenant War than any other single combat element in the UNSC. In addition to this, they played a pivotal role in the years after the war, especially in the success of Operation: WOLFE, where they secured key assets from Reach for the UNSC's perilous assault on Zeta Halo. The current roster of Blue Team includes John-117, Frederic-104, Linda-058, and Kelly-087.

RED TEAM

Originally deployed to Arcadia to force back the Covenant invasion, Red Team eventually regrouped with the UNSC *Spirit of Fire* and became a fixture of the ship's groundside forces when it followed the Covenant to Trove, a Forerunner shield world. After successfully stopping the Covenant, Red Team spent nearly thirty years in cryostorage before arriving at the Ark, where they led the *Spirit of Fire*'s forces against a Banished occupation. Red Team includes Jerome-092, Alice-130, and Douglas-042, and remains a critically decisive component of the *Spirit of Fire*'s combat resources.

RED_01000101

GRAY_01000101

GRAY TEAM

Splintered off from the larger body of Spartans, Gray Team was designed to function entirely behind enemy lines, with minimal support and intel. ONI operations typically deployed this specialized combat unit into enemy-controlled areas in order to disrupt and dismantle the opposition outside of conventional engagements. Gray Team was responsible for the complete destruction of the Sangheili world of Glyke through the detonation of a NOVA bomb. Ironically, they now function as a hybrid strike team that includes members of the Sangheili species. Based out of the *Winter*-class prowler *Perilous Contest*, Gray Team's roster consists of Jai-006, Adriana-111, and Michael-120.

OMEGA TEAM

Created primarily for asset denial operations, Omega Team is typically deployed to break the enemy's hold long enough in order to reinforce local defenses and buy time for a UNSC response. During the Covenant War this often meant assisting in the emergency evacuation of a colony and enacting classified last-stand protocols. Omega Team was highly proficient at the denial of critical resources, data, and even personnel to the enemy by any means necessary, which sometimes required the deployment of weapons of mass destruction. Omega Team presently has three members: Leon-011, Robert-025, and August-099.

BLACK TEAM

Recovered entirely from Spartan-II candidates who had washed-out during augmentation procedures, Black Team was designed by ONI counter strategists for operations that were strictly off-record: testing prototype equipment with fluid mission objectives and extremely challenging odds. This led to operations like those conducted on Mamore, Verge, and ultimately Gamma Halo. It was there that Black Team was defeated by the Didact, an ancient and powerful Forerunner commander who had taken control of the ringworld with a formidable Promethean army. From their inception to their demise, Black Team always included Margaret-053, Roma-143, Otto-031, and Victor-101.

OMEGA_01000101

HUMAN ORGANIZATIONS //

SPARTAN-III

PRODUCING LARGE NUMBERS OF SPARTANS AT AFFORDABLE COST, SPARTAN-III TRANSFORMED ORPHANED CHILDREN INTO A NEW BREED OF SUPER-SOLDIER USING STREAMLINED AUGMENTATION PROCESSES PAIRED WITH DANGEROUS COMBAT DRUGS. THEY WERE DEPLOYED INTO OPERATIONS THAT WERE BOTH STRATEGICALLY CRITICAL AND EXTRAORDINARILY COSTLY, AND MOST WOULD NEVER RETURN FROM BATTLE.

ORIGIN

The second class of SPARTAN-II was canceled due to a lack of sufficient candidates, but this did not deter ONI. With data secretly stolen from Halsey's program, Colonel James Ackerson proposed to ONI a more affordable version with a higher overall yield than SPARTAN-II, even recruiting the Spartan-II's trainer, Franklin Mendez, and Kurt Ambrose (Kurt-051) to aid him. The purpose, in Ackerson's mind, was to mass produce effective super-soldiers to deploy at the most critical and costly junctures in the war. Despite their remarkable capabilities, these soldiers would largely be considered expendable, culled from lost-colony orphans who volunteered for an opportunity to fight back at the Covenant, the very enemy who had taken their families from them. At a higher level, ONI's goal with SPARTAN-III was simply to blunt the ever-intensifying tide of destruction caused by the Covenant.

TRAINING

Secretly based on the hidden world of Onyx, the SPARTAN-III program was operated and facilitated at Camp Currahee, a military site hidden deep within the planet's dense jungles. Much of the training regimen conducted at Currahee mirrored that of SPARTAN-II training, with intense physical and team-based exercises, as well as an advanced education conducted by an onsite AI. Indoctrination in SPARTAN-III consisted mostly of military protocol, combat instruction, and the significance of achieving an objective at any cost, something which

SPARTAN-III_01000101

CURRAHEE_01000101

came easily to these child soldiers given their devout hatred of the Covenant. SPARTAN-III would be deployed in sequential generations, designated by companies Alpha, Beta, Gamma, and Delta.

AUGMENTATION

The SPARTAN-III augmentation process–Project: CHRYSANTHEMUM–diverged from Halsey's earlier efforts at a number of junctures. Augmentations began when the candidates were approximately twelve years of age. Each child was given hormone and supplement treatment in the months leading up to the surgical procedure, building muscle mass and strength in the process. Implemented onboard the UNSC's mobile medical ship, *Hopeful*, the augmentation procedure included the introduction of a carbide ceramic ossification catalyst agent, a fibroid muscular protein complex drug, retina-inversion stabilizers, and an improved colloidal neural disunification solution. The chemical and surgical process also included implants and other comparatively minor adjustments to the candidates' physiology.

For Gamma Company, more radical additions were introduced. In response to catastrophic losses of earlier companies, Ambrose integrated a separate cocktail including a neural-altering non-carcinogenic mutagen, cyclodexione-4 (bipolar integration drug), and miso-olanzapine. His goal in adapting the candidates' frontal lobes

SPI_ARMOR_01000101

was to suppress the effects of systemic shock when sustaining life-threatening injuries, giving the Spartans a burst of aggression and focus just before their death. The introduction of this mutagen was offset by two counteracting agents at the point of surgery, which were also applied regularly to the candidates to stabilize the mutagen's permanent effect. The cocktail of these two negating agents was referred to by the Gamma Spartans as "smoothers."

SPI ARMOR

Spartan-IIIs were fitted with Semi-Powered Infiltration (SPI) armor systems, a significant departure from the costly Mjolnir Powered Assault Armor of SPARTAN-II. The primary application of SPI armor is stealth and subterfuge rather than direct combat. Its external plating is a mesh of photoreactive panels that represented the most advanced camouflage system of human design. Although SPI lacked a number of features in its earliest years, such as energy shielding, the most contemporary designs have been folded into the Mjolnir stable and are now at parity with all other armor sets in production.

DEPLOYMENT

SPARTAN-III was designed to create and deploy individual companies over time, such as Alpha, Beta, Gamma, and Delta. While each of these companies would be released in waves, Ambrose secretly extracted Spartan-IIIs who he deemed were exceptional soldiers and deployed them in nonstandard roles. These Spartans would be forged into special warfare teams such as Strident, Noble, and Anchor, or as part of the classified HEADHUNTER program, and used to execute high-risk assassination missions. All companies yielded both standard and nonstandard personnel, except for Delta, which never officially began training due to the Onyx Conflict and ultimately the end of the war.

RESULTS

The Spartan-IIIs were largely considered a success by those who monitored their activity, though that success only came at a great cost. The standard deployment of Alpha Company was completely lost during Operation: PROMETHEUS, while only two Beta Company Spartans survived TORPEDO. Many nonstandard personnel from those companies managed to live through the end of the war, but the companies' net losses offered a sober assessment of the program. Gamma Company saw the lowest casualty rate, yet even those who remain are forced to rely on smoothers in order to stem the effect of the mutagenic alterations to their frontal lobe. Despite all of these drawbacks, the SPARTAN-III program provided critical victories during the war, many times stalling the Covenant's rampage across human space.

PROMETHEUS_01000101

HUMAN ORGANIZATIONS //

SPARTAN-IV

WITH NO EXPECTATION OF THE WAR'S SUDDEN END IN LATE 2552, THE UNSC HAD ALREADY APPROVED THE ACTIVATION OF SPARTAN-IV. BASED ON THE ORIGINAL ORION PROTOCOLS, NOW ATTAINABLE THROUGH A VARIETY OF SCIENTIFIC ADVANCES, THIS PROGRAM RECRUITED TALENTED MEMBERS OF THE ARMED FORCES, SHAPING THEM INTO THE NEXT GENERATION OF SUPER-SOLDIERS.

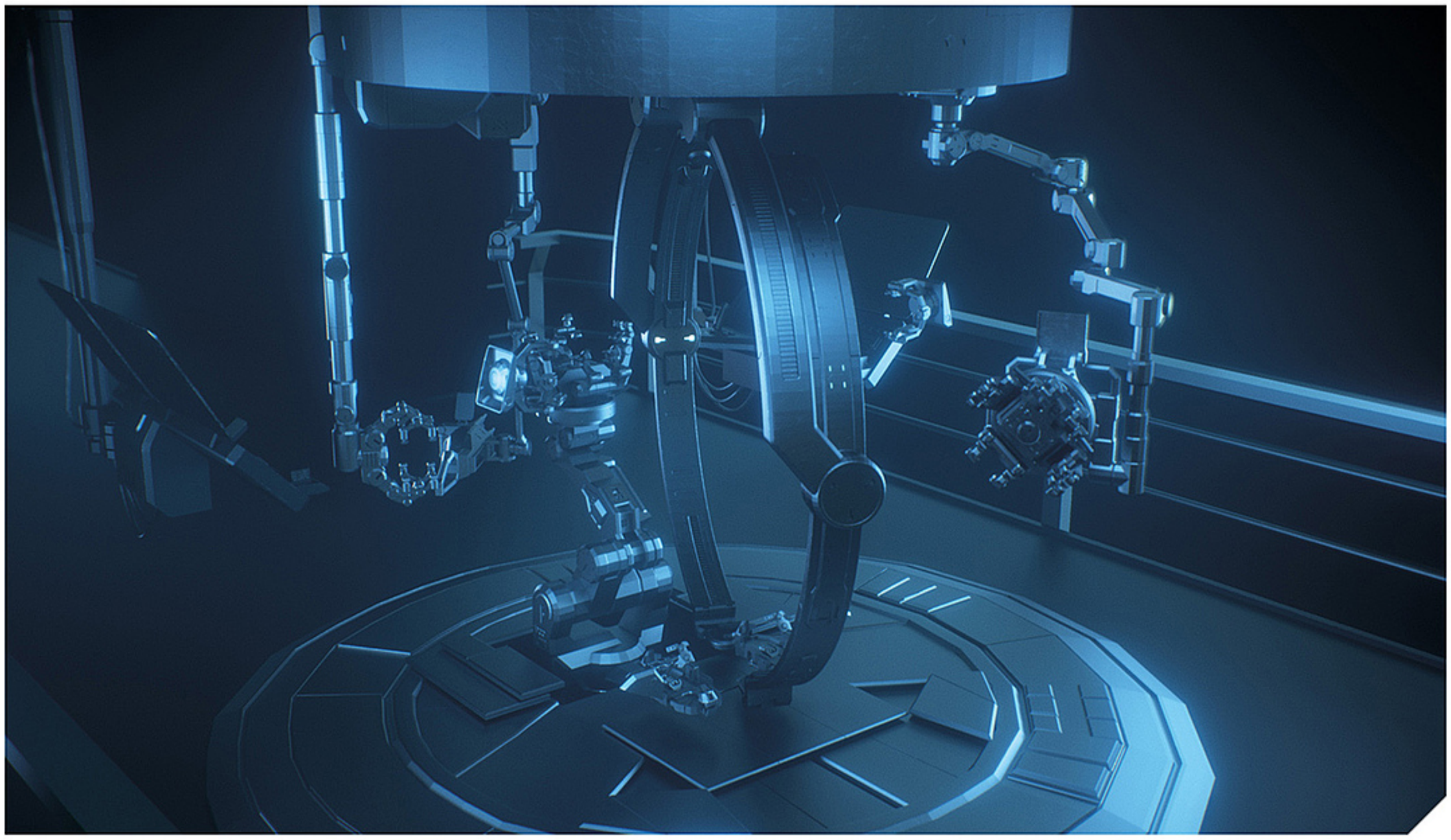
SPARTAN-IV_01000101

ECHOES OF ORION

The creation of Spartan-IV super-soldiers was both the ambitious outworking of its earlier antecedents and an existential necessity given the threat presented by the Covenant's campaign of eradication. Ironically, the war would largely be over by the time the first Spartan-IVs set foot onto the battlefield. The formulation of the Spartan branch proved, however, that the UNSC realized its greatest challenges would lie not behind them, but ahead—a portent eventually validated by the awakening of the Didact, the rise of Cortana, and the emergence of the Banished from the shadows of obscurity.

The premise behind the SPARTAN-IV program was simple: use technology developed for the SPARTAN-I and SPARTAN-III programs and meld that with the best qualities of the SPARTAN-II education process. The result would be a new breed of Spartan who could be recruited from the best and brightest UNSC veterans, and then transformed using safe and effective medical procedures to become stronger, faster, and tougher than any normal soldier. New manufacturing methods and scientific advances also made mass production of Mjolnir armor possible. The

ENIGMA_01000101



BROKKR_ARMOR_MECHANISM_01000101

combination of new augmentation protocols and next-generation powered assault armor has proven to be a defining capability for the UNSC in the postwar period.

ORIGINS

The first Spartan-IV candidates underwent augmentation in 2552, unwittingly in the closing weeks of the Covenant War. A major revision and improvement over previous super-soldier programs, the ORCHID augmentation protocols of SPARTAN-IV proved to be even more cost effective than those of SPARTAN-III, without the ethical complications of previous generations.

AUGMENTATIONS

Spartan-IV recruits are drawn from UNSC veterans, selected from among volunteers who possess exceptional willpower, focus, and bravery, while also meeting the precise physiological requirements for the cybernetic and biological augmentation procedures. All candidates undergo extensive psychological evaluation and post-augmentation monitoring primarily as a security measure. Spartan-IV augmentation is meta-stable and requires periodic maintenance to avoid performance degradation and potential health complications.

TRAINING

Spartan-IVs enter their training and augmentation program typically as experienced warfighters, with years of combat or technical expertise. Their augmentations further enhance cognition, while the privileges of Spartan training give them the opportunity to access vast amounts of knowledge and practical exercises with exotic alien technology. Spartan-IVs quickly become subject matter experts in all forms of human and Covenant military equipment, and further refine those skills in detailed war games simulations and live-fire exercises. Top-secret orbital training platforms and deep space installations serve as the primary sites to facilitate these measures, shaping the Spartans' raw potential into finely tuned combat efficiency.

SPARTAN FIRETEAM

Every Spartan is expected to excel in one or more arts of war, and fireteams of three to five members are assembled to maximize individual contributions and group synergy. One Spartan of the group will be designated as the fireteam leader, who coordinates with a remotely located mission handler that provides intelligence support and status updates. All members, however, play critical roles within the fireteam's configuration, such that its collective battle proficiency yield is greater than the sum of its parts. Multiple fireteams are coordinated as a company, though this is only necessary in the largest operations.

STOLEN GAUNTLET

Individual Spartans represent a significant level of combat power and pose a major security threat if their loyalty is compromised. One biproduct of the SPARTAN-IV program's adherence to ORION protocols was the lack of formal and extensive indoctrination from childhood. Though viewed by most as ethically superior, it exponentially increased the probability of deviation and breaches in fidelity. The STOLEN GAUNTLET fail-safe protocol has been created to provide training and permissive rules of engagement for special agents tasked with tracking down and swiftly neutralizing rogue Spartans.

OSIRIS_01000101

OSIRIS

Attached to *Infinity* since its inception, Osiris is a Spartan-IV fireteam with few equals. After the Covenant lost their primary base on Hesduros, Jul 'Mdama relocated his forces to Kamchatka, hoping to benefit from intel provided by his prisoner, Catherine Halsey. When they arrived, however, they were drawn into conflict with hostile Forerunner defenses, which Halsey used as a ruse to signal the UNSC. Captain Lasky sent Fireteam Osiris, who not only secured Dr. Halsey, but eliminated 'Mdama.

The success of this operation led to another, with Osiris being sent to pursue the legendary Blue Team, in an effort to track down the rogue AI Cortana. The trail took Osiris to Meridian and Sanghelios, where Guardians had suddenly appeared as part of Cortana's emerging plan. Using one of the Guardians, Osiris followed Blue Team to the hidden Forerunner world of Genesis, where they narrowly prevented Cortana from trapping the Spartans. In its current configuration, Osiris includes Jameson Locke, Holly Tanaka, and Olympia Vale.

ALPHA NINE

ALPHA-NINE_01000101

As an ODST squad, Alpha-Nine's roster was a rotating door of replacements for many years, its personnel repeatedly savaged on the frontlines of the Covenant War. During the final days of the conflict, the team played a pivotal role in the Covenant's occupation of New Mombasa, capturing a critical Huragok they would call Vergil. After the war, most of Alpha-Nine transitioned to Spartan-IVs, and would eventually become one of the UNSC *Infinity*'s most storied fireteams. This process, however, did not come without extraordinary cost.

When one of their members was killed during an engagement on Draco III, the traumatic event split the team apart, eventually leading Alpha-Nine's veteran, Edward Buck, to move to Fireteam Osiris for a time. When Cortana's threat became clear, Veronica Dare took Buck on a mission to reunite Alpha-Nine in hopes of finding a solution to the newfound enemy. Despite this falling through, the event managed to reforge Alpha-Nine. The fireteam presently consists of Edward Buck, Kojo Agu, Taylor Miles, Gretchen Ketola, and Michael Crespo.

HUMAN ORGANIZATIONS //

SPARTAN-IV FIRETEAMS

AS SMALL, TIGHTLY KNIT COMBAT ELEMENTS COMPRISED OF THREE TO FIVE ELITE SUPER-SOLDIERS, SPARTAN FIRETEAMS ARE A PERFECT COCKTAIL OF THE MOST ADVANCED IN WARFIGHTER TECHNOLOGIES AND THE GREATEST MILITARY TALENT DRAWN FROM THE UNSC'S BEST.

MAJESTIC_01000101

SPARTAN OPERATIONS

Collectively, Spartan-IVs comprise the vast majority of active super-soldiers within the Spartan branch, which retains administrative control over all Spartans in the field. Tactical direction, however, is the responsibility of either Unified Special Warfare Command (UNISPECWARCOM) or Naval Special Warfare Command (NAVSPECWARCOM) during deployments. Spartan fireteams are the primary mechanism of force deployment and action within this realm: they are small, flexible, and able to be quickly reassigned as needed. This unique facet makes them ideal for clandestine ONI tasks that take them outside the normal UNSC chain of command and reporting structure.

SPARTAN AUTHORITY

The hierarchy of the Spartan branch is almost flat, with Spartans assigned–or tasked–with leadership roles on the basis of natural talents and approval of their peers. All Spartans, regardless of their role, are expected to seize control and initiative of any combat encounter as UNSC personnel will defer to their expertise and direction in tactical situations. Only in exceptional circumstances does their direct commission as a UNSC officer become a factor in joint operations.

EMBLEMS_01000101

— CRIMSON — — MAJESTIC — — APOLLO —

FIRETEAMS

CRIMSON

Assigned to UNSC *Infinity* shortly before its second deployment to Requiem, Fireteam Crimson held an operational proficiency rating that was without equal. Upon deployment, they quickly proved themselves against the Covenant and Promethean forces on the shield world, and were instrumental in the success of almost every major ground operation. Upon their return from Requiem, the team was quietly tasked with assisting ONI in formulating effective anti-Promethean tactics.

MAJESTIC

One of the most decorated Spartan-IV fireteams stationed on *Infinity*, Fireteam Majestic is presently comprised of seasoned veterans Tedra Grant, Carlo Hoya, Anthony Madsen, Naiya Ray, and led by Gabriel Thorne. Majestic was heavily involved in the campaign on Requiem in 2558, as well as the pursuit of Jul 'Mdama's forces in the months that followed. Their firsthand experience against Forerunner armigers, weapons, and defensive systems was invaluable in a variety of operations *Infinity* executed in the wake of Cortana's edict.

APOLLO

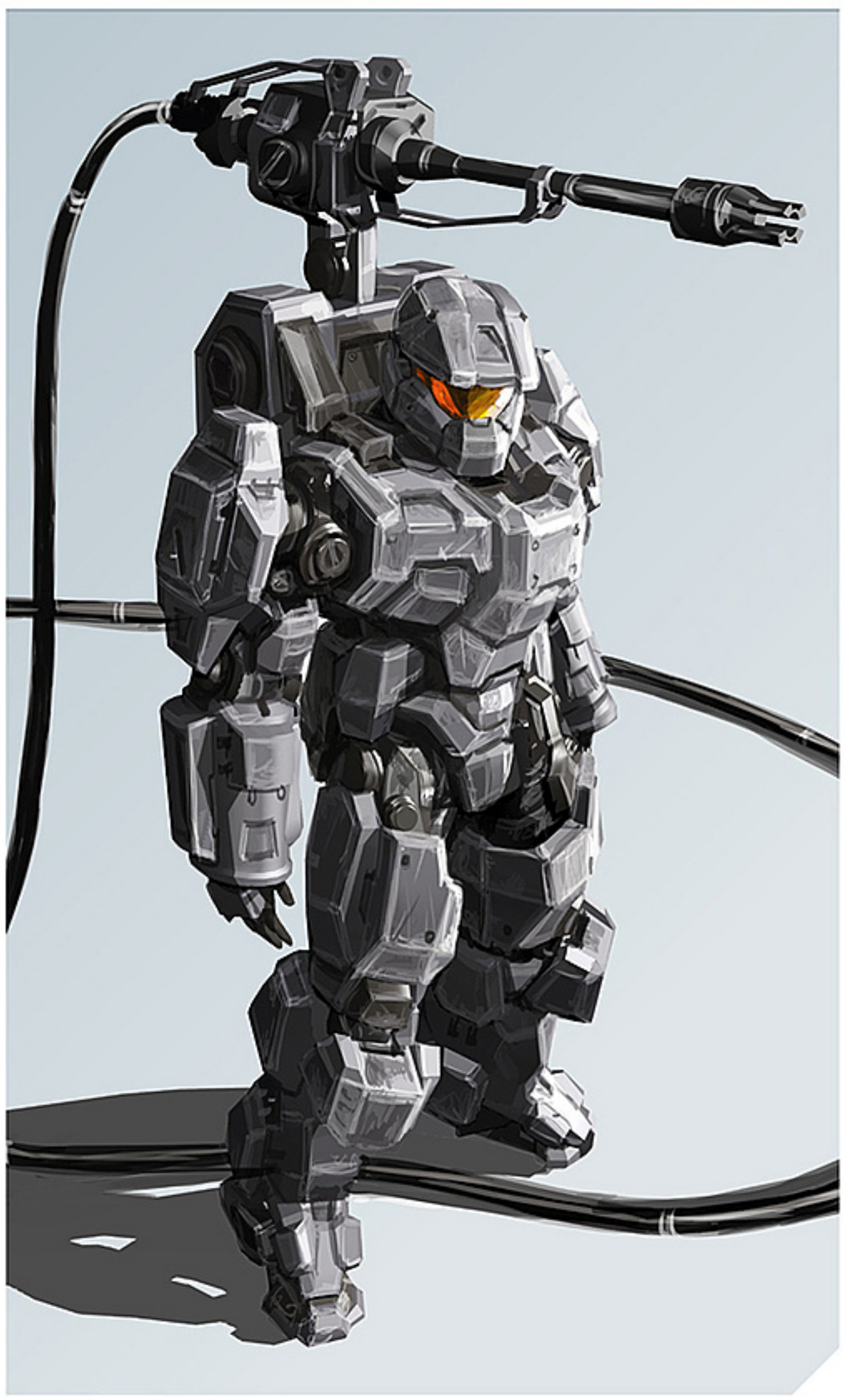
As a highly specialized rotating configuration of Spartan-IV super-soldiers, Fireteam Apollo exacts operations almost exclusively under the discretionary purview and jurisdiction of the Office of Naval Intelligence. They are tasked with acquiring strategically essential assets before they fall into the hands of the enemy. As with many Spartan-IV elements, they are currently attached to *Infinity*.

HUMAN ARMOR DEVELOPMENT //

ARMOR EVOLUTION

THE SEQUENTIAL IMPROVEMENTS OF POWERED ASSAULT ARMOR ARE TYPICALLY DELINEATED IN "MARKS," EACH OF WHICH ENCOMPASS AND OVERLAP THE BROADER GENERATIONAL UPGRADES. DESPITE SOMETIMES MINIMAL MODIFICATIONS TO THE SYSTEM'S EXTERIOR, UNDERNEATH THE SURFACE LIE REMARKABLE IMPROVEMENTS.

MARK_I_01000101



EARLY POWER ARMOR DEVELOPMENTS

Tactical exoskeletons and mobile armor systems were subjects of military interest since at least the early 21st century, and experienced periods of intense research and development over the years that attempted to resolve their inherent issues with cost, complexity, and combat effectiveness. The Colonial Military Authority was the most significant investor in this field, as they sought ways to enhance the effectiveness of their relatively small ground forces both for policing and enforcement. The UNSC, which for most of the interstellar expansion period was largely confined to the Sol system and focused on its own parochial issues, had little interest in non-naval technologies and spent its resources elsewhere.

PROJECT HRUNTING

HRUNTING was the earliest and longest-lived military exoskeleton project, with the first research teams founded in 2166. Evaluations of its early prototypes were positive, but funding was significantly reduced after the Interplanetary War and subsequent demilitarization efforts. The program eventually became a part of the Materials Group portfolio, though its efforts were refocused on technologies that could aid extrasolar colonization efforts and military logistics rather than direct combat. HRUNTING ceased independent work in 2535 as part of an ONI program consolidation.

MARK I: Fielded by the UNSC in limited numbers as a logistical support vehicle and weapons carrier during the *Domus Diaspora*, the HRUNTING Mark I was licensed and modified for civilian uses that required heavy lifting and material handling in confined spaces, such as aboard space stations and ships.

MARK II: HRUNTING Mark II battle armor showed promise as a force multiplier for drop troops and other special forces, but they proved to be too expensive and unreliable for extended operations in frontier conditions. They found little favor with the CMA, and lack of continued interest by the UNSC led to its discontinuation. By 2400, the remaining suits were found only in military museums and with private collectors.

MARK III: Larger and more proficient than the Mark II, the HRUNTING Mark III proved to be a capable logistics and combat engineering vehicle in UNSC service. The improved Mark III (B), known as the Cyclops, was also pressed into frontline roles as an impromptu siege machine in many desperate battles during the Covenant War. It has proved so adaptable that numerous models and upgrades have been produced, including those intended for use as superheavy infantry.

PROJECT: MELAENO

The CMA had a keen interest in HRUNTING, but also funded its own ventures into soldier augmentation and weapon system R&D in 2491, supported by forward-thinking elements of ONI. MELAENO was the equipment and technical support partner of ORION super-soldier research, though its successes and failures remain highly classified. Dr. Halsey discovered this project and stripped it of usable information in 2515, though ONI was not aware of that security breach until many years later.

ORION EXOFRAME LOAD CARRIER: Though only a few components underwent field testing before it was canceled, MELAENO's combat

ORION_01000101

exoskeleton intended for ORION field operatives proved a useful stepping stone for the Watershed Division's SPI armor.

PROJECT: MJOLNIR

Dr. Catherine Halsey conducted a program review of HRUNTING in 2510 as a consultant for ONI, judging it an "interesting failure" for not innovating and exploiting new breakthroughs. Rather than attempting to reform the project and take on its administrative burden she proposed making a new project–codenamed MJOLNIR–from scratch, with a new team unbound by dogma and assumptions. Materials Group found her suggestions quite promising, and Halsey's handpicked team made rapid progress in exoskeleton design, eclipsing HRUNTING within a year of initiation (though ONI maintained both projects in parallel).

MARK I-III: Mjolnir Mark I was a development platform rather than a production-ready suit of armor, and it served as a testbed for Halsey's experiments between 2515 and 2525. Bulky, difficult to control, and requiring an external power source to function, the Mark I nevertheless pioneered the artificial muscles, embedded computer, and control software needed to bring Halsey's dreams to fruition. The Mark II and Mark III were further refinements of the basic system, increasing the suit's mobility and range. Dr. Halsey rarely used the "Mark" verbiage for these experiments, as that was an imposition by ONI to better document progress and fiscal accounting. At least forty of these suits were produced in varying stages of systems integration and functionality.

PROJECT YGGDRASIL

Though innovative, MJOLNIR and its prototypes were extraordinarily expensive to develop and manufacture. By the direction of Vice Admiral Whitcomb, ONI created YGGDRASIL as an industry-led workgroup to adapt MJOLNIR-derived technologies and Halsey's one-off research results for mass production and implementation within other projects. YGGDRASIL remains an umbrella project for "democratization" of advanced military R&D, of which MJOLNIR is now but one element.

ARMOR DEFENSE SYSTEMS

By 2535, it was clear that HRUNTING development had reached a dead end, despite the continued success with its Mark III Cyclops model and variants. After considering various alternatives, a program that paired HRUNTING designers and engineers with scientists and engineers from YGGDRASIL was funded by ONI and Materials Group, with corporate partners Lethbridge Industrial, Beweglichkeitsrüstungsysteme, and Hannibal Weapon Systems. Progress was surprisingly rapid, but inherent compromises of the program and aggressive cost accounting meant that there have been many false starts and nonviable prototypes. The most promising hybrid approach has proven to be armor defense systems, which combine proven exoskeleton design and cost-effective variants of Mjolnir neural interfaces, fusion power plants, energy shielding, and control BIOS. Of this line of development, at least three major weapon systems have had a tangible strategic impact.

MARK I ADS

One of the earliest refinements of the UNSC's line of combat exoskeletons, the Mark I Armor Defense System was a one-person war machine armed with an array of devastating weapons. The prototype unit was undergoing testing at the Algolis labs when the planet came under Covenant attack. Though successful at fending off the initial assault, the operator was forced to trigger the suit's nuclear self-destruct mechanism before it was completely disabled. This was done to prevent the Covenant from recovering ONI's local data vaults, but this also destroyed both the Mark I and the facility that forged it.

MARK II ADS

The myriad suits that fall under the Mark II project line vary significantly in size, design, and mission, but they all share a common control architecture and technology base. The Mark II (D) Geyrion proved out the basic idea of large combat walkers, even as it illustrated the limits of human technology at the time. Though highly capable in microgravity, the Geyrion's limited mobility in terrestrial environments proved to be a handicap for anything but specialized deployment, and has seen only limited use after the Covenant War.

MARK_IV_01000101

MARK_V_01000101

MARK IV

The first armor developed in Project: MJOLNIR. Revolutionary in both form and function, Mark IV was designed by Dr. Catherine Halsey in parallel with the SPARTAN-II program. Mark IV featured a streamlined form factor and embedded power reactor, and saw extensive use before being replaced.

MARK V

Decades after the previous iteration, Mark V introduced a significant upgrade drawn from reverse-engineered Covenant technology: a personal energy shielding system that could automatically regenerate. Eventually, Mark V would also offer the capacity for an AI to piggyback within the armor's memory superconductor.

FOUNDATION

The creation of Mark IV by Materials Group signaled a new era in armor development. Mjolnir was the culmination of decades of work, built atop the remains of countless failed attempts to create functional and effective power armor. Dr. Halsey drove the platform's design and creation, and would later adapt it to take full advantage of new discoveries yielded from Covenant and Forerunner technology, becoming the foundation for hundreds of unique armor systems in the decades that followed.

MARK_VI_01000101

MARK_VII_01000101

MARK VI

The culmination of all former upgrades, Mark VI improved every facet of the previous iterations, most notably with a more resilient and quick-charging shield system. Despite these improvements, the Mark VI was even more streamlined and compact than earlier versions, and enjoyed its own impressive spectrum of variation across its designs.

MARK VII

Mark VII was intended to be the next iteration and advancement of Mjolnir GEN1 architecture, but only a handful of development testbeds were manufactured before the project was deprioritized for GEN2 armor systems. Dr. Halsey reopened the project files in 2558 to plan her GEN3 improvements.

FUTURE WORK

Recent events have focused Dr. Halsey's attention on improving both her Spartans and their panoply of defensive systems. Her initial work has resulted in an impressive rewrite of the Mjolnir suit control interface software, but now with access to a wide array of exotic knowledge she intends to revisit some of her original, more ambitious plans for the Spartan armor systems–a new approach not based on existing Mjolnir architecture or any UNSC mil-spec standards at all.

HUMAN ARMOR DEVELOPMENT //

MJOLNIR TECHNOLOGY

EVER SINCE THE SUDDEN EMERGENCE AND METEORIC SUCCESS OF THE MARK IV GENERATION OF ARMOR DEVELOPMENT, THE OVERARCHING PROCESS AND RESULTING SYSTEMS HAVE EXISTED UNDER A BANNER KNOWN SIMPLY AS "MJOLNIR."

WAR MACHINES

Initially developed alongside the SPARTAN-II program by Dr. Catherine Halsey, Mjolnir armor was then passed to the legendary skunkworks division of Materials Group–one of the Office of Naval Intelligence's military hardware partners–for refinement and iteration. Mjolnir is designed to be used by biologically augmented personnel only and requires a Spartan neural interface to function. Usage by non-augmented personnel risks serious injury, up to and including limb dislocation and spinal damage.

OVERALL CAPABILITIES

Mjolnir Powered Assault Armor, sometimes shortened to "Mjolnir power armor," is a half-ton of hyperdense composite armor driven by a compact fusion power plant. They are one of the most cutting-edge technological assets in the human sphere, and each suit represents a colossal investment of resources for the UNSC. The Mjolnir exoskeleton combined with the cybernetically enhanced physiology of a Spartan creates an ultra-tech killing machine, bred for battle and built for war.

MJOLNIR GENERATIONS

At its core, Mjolnir is a highly specialized weapon system, and it has been improved over the years as new technologies have been developed, tactics have evolved, and with direct input from Spartans in the field who have navigated the rigors of combat.

GEN1_01000101

GENERATION 1 (GEN1) MJOLNIR

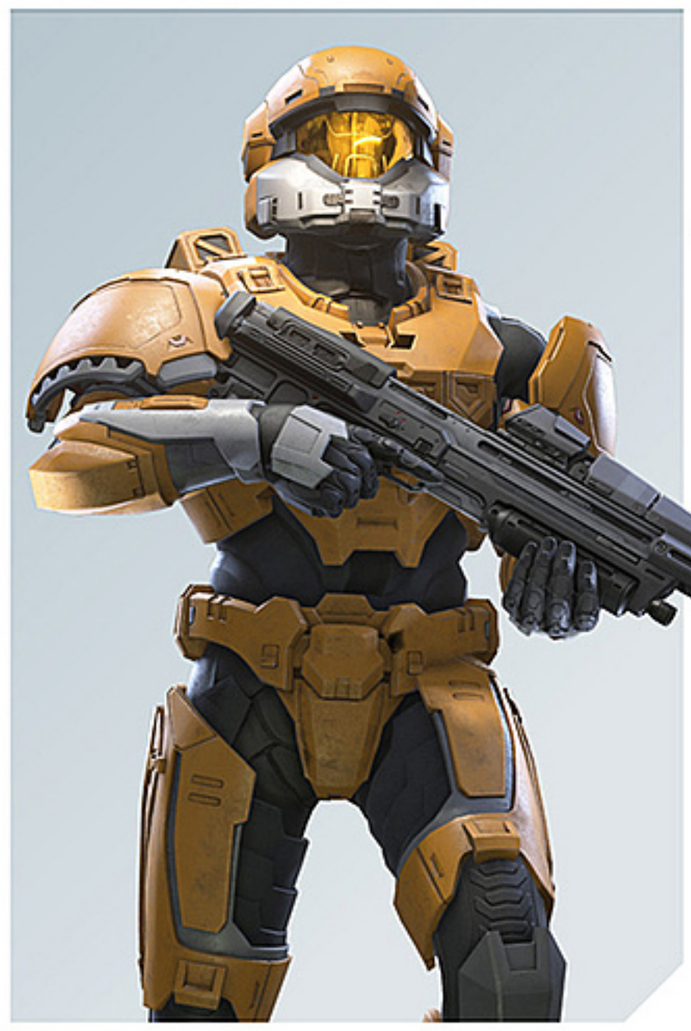
A revolutionary evolution of military exoskeleton design, Dr. Halsey's first results from Project: MJOLNIR were impressive, but required extremely complex manufacturing methods and each suit had to be custom-tailored for their Spartan. Later updates to GEN1 Mjolnir integrated an analog of the Covenant energy shield system, an upgraded suit computer, and reformulations of its armor plating to counter plasma-based energy weapons.

GEN2_01000101

GENERATION 2 (GEN2) MJOLNIR

GEN2 Mjolnir incorporated radical simplification of the overall exoskeleton architecture, bringing suits down in cost to the point that they could be mass-produced. Most of the suit's custom components were replaced by modular systems, intended to increase manufacturing speed and efficiency. Some equipment options, such as thrusters for mobility enhancement, had widespread adoption.

GEN3_01000101



GENERATION 3 (GEN3) MJOLNIR

GEN3 Mjolnir incorporates the many lessons learned from GEN2 improvements while also returning to some of the performance characteristics and higher levels of protection offered by GEN1. GEN3 represents a mature, stable development platform that is shared between both the UNSC and its many corporate partners. The ubiquity of GEN3 armor components and manufacturing techniques, however, have fostered security concerns.

MJOLNIR COMPONENTS

Mjolnir as a weapon system is the result of hardware, software, and operator working in perfect synchronicity. Its cosmetic simplicity belies an intricate and extraordinary dance of many components, working in harmony to protect and amplify the operator.

UNDERSUIT

The Mjolnir operator must wear a specialized undersuit that provides environmental regulation, interface ports, medical monitoring, and fusing hardpoints for the rest of the armor components to attach to the body and not impede mobility and range of motion.

SHIELD SYSTEM

Based on Covenant technology, the energy shield absorbs and redirects both kinetic and directed energy attacks, though it will temporarily overload and require a recharge if it takes too much damage over a short period of time. The energy shielding is conformal to the suit's body and is channeled around the Spartan through a series of waveguides built into the frame, armor plating, and undersuit.

ARMOR PLATING

Mjolnir uses layers of protection, the most important of which are highly resilient plates of metal-matrix composite and Titanium-A armor that protect the wearer when the energy shields are depleted. The armor is backed by ballistic fiber mesh and the undersuit gel layer, which absorbs and dissipates kinetic impact.

POWER SYSTEM

Much of the incredible cost and complexity of Mjolnir armor is due to Dr. Halsey's design of a micronized nuclear fusion reactor. A miracle of miniaturization even a half-century later, the reactor was later scaled up to provide the prodigious power requirements of energy shielding.

SOFTWARE INTEGRATION

The Spartan-machine interface is a complicated software package referred to as the Mjolnir BIOS. This synchronizes the armor controls with the Spartan neural interface and allows an AI hosted in the armor to mediate the transfer of data, further increasing the suit's responsiveness and allowing for parallelization of tactical tasks. Even the first Mjolnir armor used a "dumb" AI expert system for routine monitoring, but the Mark V was the first to have a computer capable of hosting a "smart" AI, which often forms an intriguingly symbiotic-like relationship with the Spartan. While these AI had the capacity to manage operation of the armor and even increase reaction time, the main purpose of this piggybacking system was to provide the user with real-time intel, powerful infiltration capabilities, and unfettered strategic analysis in the field, generating an almost preternatural tactical advantage during battle.

HUMAN ARMOR DEVELOPMENT //

MJOLNIR MODULARITY

A DOMINANT THEME OF MJOLNIR THROUGHOUT THE DECADES HAS BEEN CUSTOMIZED MODULARITY, A POWERFUL TOOL THAT MELDS THE ARMOR AROUND THE UNIQUE SKILLSETS AND OPERATIONAL NEEDS OF EVERY SINGLE SPARTAN.

ARMOR CLASSES

Every generation of Mjolnir armor has featured a myriad of variants, designated as classes based largely on functional significance rather than changes to the armor's basic architecture. By adjusting a design configuration and balancing various systems, overall performance can be greatly increased, allowing the armor to serve a number of roles in the field due to specific optimizations.

GEN1_HELMETS_01000101

— RECON —

— GRENADIER —

— PILOT —

— GUNGNIR —

— EOD —

GEN2_HELMETS_01000101

— CIO —

— PIONEER —

— LOCUS —

— ROGUE —

— HELIOSKRILL —

— ZVEZDA —

— ANUBIS —

— STORMFALL —

— WARMASTER —

— FIREFALL —

GEN3_HELMETS_01000101

INTEGRATED ENHANCEMENTS

The number of additional components that can be combined with a Mjolnir system are almost limitless. At the most basic level, these are simple accessories like equipment cases and supplemental armor, while on the other end of the spectrum are hardened uplink modules and mobility enhancement systems, such as jump-jet packs. Late-model GEN1 and above armor also have standardized interface ports that allow external equipment modules to provide custom functionality.

Since the end of the Covenant War and with a boon of Forerunner technology, the kinds of enhancements available to Spartans have become more exotic and powerful over the years, in many respects placing them at parity with the other far more advanced species. This includes remarkably versatile integrated modules like the Artemis Tracking System (ATS), which can analyze environments, lock targets, and restore an ally's armor functionality.

ARTEMIS_01000101

HUMAN ARMOR DEVELOPMENT //

GENERATION 3 MJOLNIR

AS THE MJOLNIR PLATFORM ADVANCED AND IMPROVED OVER THE YEARS, ADDITIONAL FEATURES HAVE EVOLVED TO ENCOMPASS A GROWING RANGE OF THREATS, FROM COVENANT-DERIVED ENERGY WEAPONS AND FORERUNNER DEFENSIVE NETWORKS TO A RAPIDLY INCREASING SLATE OF OTHER EXOTIC ARMAMENTS FROM A DIVERSE ARRAY OF SOURCES.

GEN3 MARK VI HELMET

Custom-fabricated aboard the UNSC *Infinity*.

PROJECT JULIA POWER PACK

Experimental, compact, hardened, fusion core produced by Naoto Technologies.

MULTIPHASE CARBIDE ARMOR

Multiphase carbide plates with superconductive heat dissipation layer and iridescent refractive coating.

GEN3 TECHSUIT

Nanocomposite bodysuit with embedded crystalline computational matrix capable of hosting high-tier AI.

SEMI-COMFORMAL ENERGY SHIELD

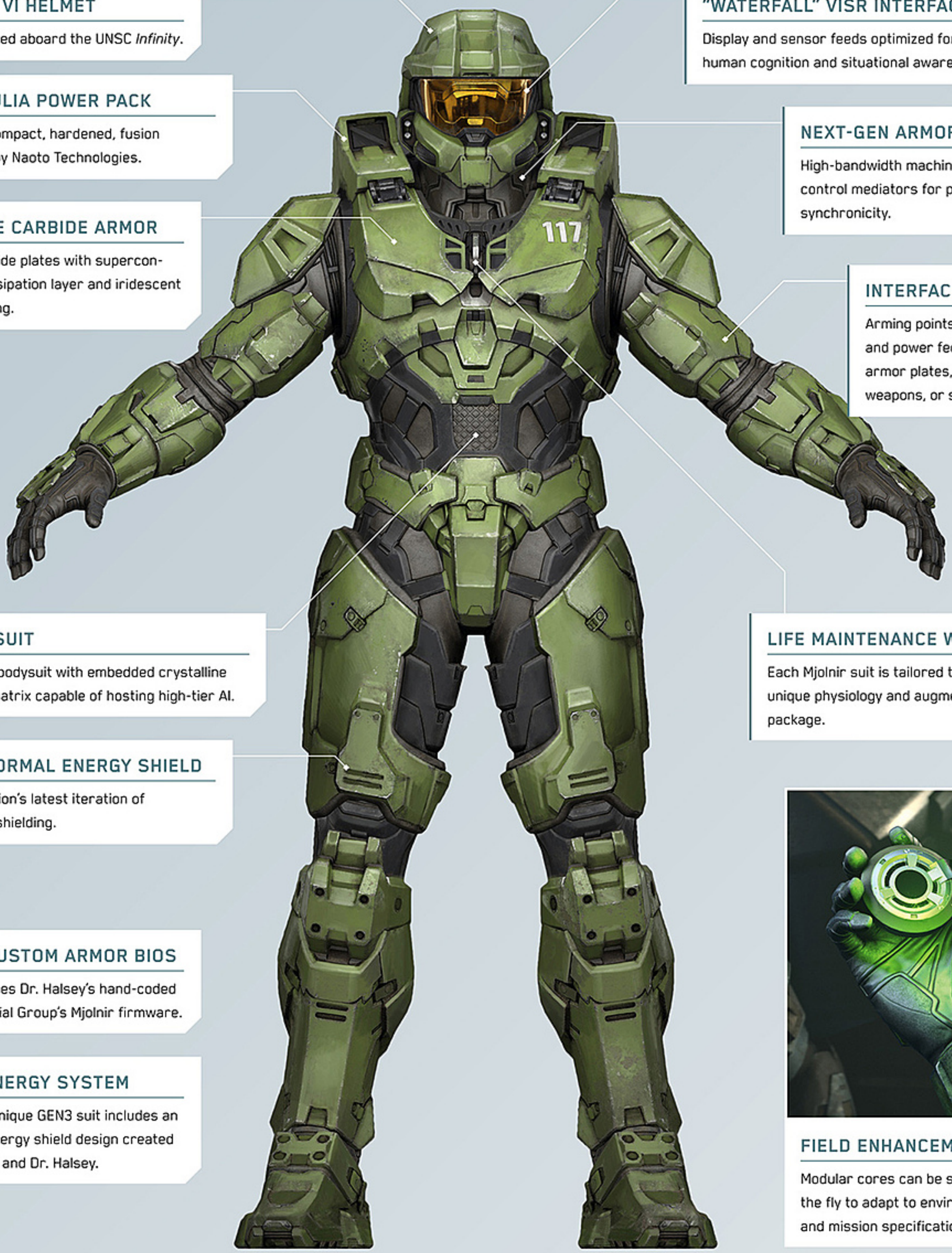
Watershed Division's latest iteration of shaped-energy shielding.

V12.22.12 CUSTOM ARMOR BIOS

Chief's armor uses Dr. Halsey's hand-coded branch of Material Group's Mjolnir firmware.

PANSPEC ENERGY SYSTEM

Master Chief's unique GEN3 suit includes an unsanctioned energy shield design created by Dr. Glassman and Dr. Halsey.



"WATERFALL" VISR INTERFACE

Display and sensor feeds optimized for augmented human cognition and situational awareness.

NEXT-GEN ARMOR BIOS

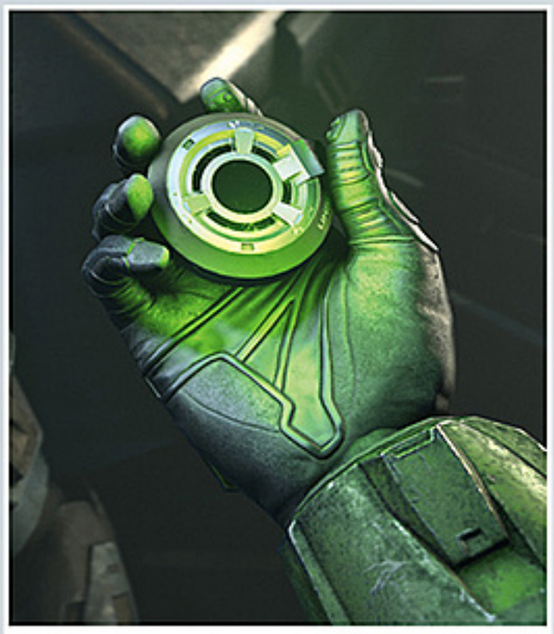
High-bandwidth machine interlink and control mediators for perfect neural synchronicity.

INTERFACE LINKS

Arming points, signal conduits, and power feeds for attaching armor plates, sensors, weapons, or specialized tools.

LIFE MAINTENANCE WEB

Each Mjolnir suit is tailored to the Spartan's unique physiology and augmentation package.



FIELD ENHANCEMENTS

Modular cores can be swapped out on the fly to adapt to environmental needs and mission specifications.

GEN3_SCHEMATIC_01000101

APEX OF VERSATILITY

GEN3 represents the pinnacle of human military achievement, integrating data gleaned from second-generation upgrades while also revisiting many of the design characteristics and defensive materials originally offered by GEN1. Among the numerous upgrades from the GEN2 platform are enhanced energy shielding capabilities, a more compact and efficient fusion reactor, and variable-density active hydrostatic gel dispersal membranes. Despite increasing the overall use of exotic composites, innovations in the manufacturing process, and refinement of the platform's overall modularity have actually resulted in a suit of armor that is more cost-effective and versatile than previous generations.

A vital component of the GEN3 capability suite is the wide range of offensive and defensive peripheral systems and components that can be readily integrated, and even applied directly while in the field. From surveillance upgrades and stealth systems to enhanced thruster modules and more, the GEN3 platform affords Spartan units more options to tackle a wider range of mission objectives than ever before.

GRAPPLESHOT

Developed by Project: MAGNES, the grappleshot is a miniaturized grapple launcher designed for use by Spartan operatives to increase mobility and terrain traversal; improve tactical utilization of vertical environments; and to aid in rapid, mass manipulation of heavy objects. The device is comprised of a magneto-impulse projector, high-tensile nanofiber line, and self-sharpening Titanium-A fluke in a compact, modular casing that interfaces directly with the Mjolnir armor system and associated BIOS.

GRAPPLESHOT_01000101

PROJECT GOALS

1) Rapid, mass manipulation of heavy objects.
2) Increase mobility of Spartan operatives in built-up areas.
3) Improve tactical utilization of vertical environments.
4) Miniaturization of impulse generators and extension of Mjolnir interface bus protocols.
5) Capable of repeat utilization in the field.

KNOWN LIMITATIONS

1) Electromechanical actuators with REV1.
2) Limited range (8 meters) with REV2.
3) Extreme risk of injury for unaugmented personnel with REV3.
4) In some instances, the fluke cannot attach to ultradense armor plating and energy shielded surfaces.

GRAPPLING_01000101

HUMAN INDIVIDUALS //

MASTER CHIEF AND CORTANA

AS HUMANITY STOOD ON THE BRINK OF EXTINCTION, DR. CATHERINE HALSEY BROUGHT TO CULMINATION DECADES OF PLANNING AND PREPARATION, MELDING THE BEST OF THE SPARTAN-II SUPER-SOLDIER PROGRAM WITH THE MOST POWERFUL ARTIFICIAL INTELLIGENCE OF ITS KIND, FORGING WHAT WOULD BECOME HUMANITY'S LAST HOPE.

SIERRA_117_01000101

MASTER CHIEF

JOHN-117	
SERVICE NUMBER: S-117	**RANK:** Master Chief Petty Officer
HEIGHT: 7ft 2in (218cm)	**WEIGHT:** 286.6lbs (130kg)
BIRTH WORLD: Eridanus II	**DATE OF BIRTH:** March 7, 2511

Considered by most to be a living legend, the Master Chief was the single most important individual during the Covenant War, not only because he played a decisive role in ending the conflict, but because he embodied a symbol of unwavering hope in humanity's darkest hour. Stoic, undaunted, professional, and intensely focused on the task at hand, this Spartan inspired awe like a mythological hero from ancient history, but with the formative presence of an armored tank.

While proficient in all aspects of infantry tactics as well as the basics of variable-gravity aerospace combat, one of John-117's most remarkable skills is leadership—his ability to effectively direct operational detachments ranging in size from fireteams to full-strength battalions. Toward the end of the war, UNSC personnel at all levels generally deferred to John-117's experience and strategic intellect, giving him a level of authority that far outstripped his actual rank. He often leads Blue Team, a Spartan strike team that has existed in one form or another since the first days of the Covenant War.

As a soldier of few words, the Master Chief's preference for action over discourse is sometimes viewed as reckless, though this is as much a product of his raw determination as it is a facet of SPARTAN-II indoctrination and training. John-117 prioritizes the mission above all else. Although he is very protective of his fellow Spartans, he is well aware of the need to defend humanity, no matter the cost. He has chosen to embrace this sacrifice and expects nothing less of those who serve with him. Throughout his extensive military career, John-117 has accomplished numerous feats and displayed an unyielding courage that is nothing short of extraordinary. Long years of war, however, have given the Spartan a somber and serious mode of thought, but it has not broken his resilience or weakened his commitment to fight for those who cannot fight for themselves.

CORTANA_01000101

CORTANA

ARTIFICIAL INTELLIGENCE	
SERVICE NUMBER: CTN 0452-9	**ACTIVATION SITE:** Reach
PRIMARY FUNCTION: Software intrusion	**DATE OF ACTIVATION:** November 7, 2549

An unbound, volitional AI originally designed by Dr. Catherine Halsey, Cortana represents the remarkable pairing of extremely advanced software intrusion programming with the charisma, relatability, and anthropomorphic advantages of a human personality. Acerbic, witty, and confident about her unique capabilities, Cortana served alongside John-117 in the final weeks of the Covenant War, during the pivotal Halo Event that ultimately brought about the conflict's end.

Cortana's chosen holographic avatar is of a woman with blue skin, covered in scrolling data symbols. The selection of this avatar was not arbitrary, as it closely resembles a young Halsey, who secretly created the AI using her own brain's neural template, procured through illegal flash-cloning procedures. While this methodology was extremely controversial for those who knew of it, Halsey's mind is one reason Cortana was the most powerful AI ever developed by humanity. Capable of transferring her core personality to any computer system of sufficient complexity and processing power, she theoretically had access to unlimited resources. However, like all other smart AI, Cortana's life was governed by a seven-year parameter, at the end of which she would need to be terminated to prevent an unavoidable descent into the chaotic madness of rampancy.

THE WEAPON

After Cortana's descent into rampancy and escape into the boundless plains of the Domain, the only thing capable of stopping her madness was another just like her. Using surviving components from Cortana's original activation, Halsey created a new AI in the former one's image–this time with the sole purpose of destroying the original. When the Banished unexpectedly arrived at Zeta Halo, however, Cortana destroyed herself in a pyrrhic act of contrition, attempting to save whatever remained of humanity. The newly created Weapon would now serve the Master Chief, fighting the Banished across the ringworld.

PROMISE_01000101

CHOSEN FOR WAR

In 2511, the soldier who would be known as the Master Chief was born on the colony world of Eridanus II. John was explicitly chosen in 2517 by ONI's Dr. Catherine Halsey for the highly classified SPARTAN-II project, a desperate effort to end humanity's mounting existential threat of the Insurrection. Along with seventy-four other children, candidate John-117 would begin the decade-long training process that would ultimately end in a grueling augmentation procedure, forging him and those who survived into prodigious super-soldiers. Shortly before their first deployment into active combat in 2525, a new threat appeared at the edge of human space—an alliance of alien species known as the Covenant, completely devoted to the destruction of humankind.

After a series of training operations that proved their astonishing capabilities, Halsey sent the young Spartans to the Damascus Materials Testing Facility on Chi Ceti IV, in order to secure state-of-the-art power armor developed by Project: MJOLNIR. Their mission was compromised by a lone Covenant ship, forcing the newly equipped Spartans onto the offensive. John-117 led Blue Team on a risky infiltration op into the heart of the Covenant vessel. This mission proved both fateful and formative for him and the other Spartans, as its success came at the sacrifice of John's closest friend—Samuel-034. While it showed that this new enemy could be beaten, such victories would likely come at extraordinary cost. Over the next three decades, John and the other Spartans would risk their lives forcing back the Covenant on countless worlds. Although they displayed astonishing valor and courage in the face of overwhelming odds, it became clear that the Covenant advance was inevitable, and a desperate plan was hatched in 2549 known as Operation: RED FLAG.

THE LAST HOPE

The goal of Operation: RED FLAG was to infiltrate a Covenant flagship and capture one of their religious leaders to broker a ceasefire and bring the war to an end. To accomplish this feat, Halsey created Cortana, the most powerful smart AI produced by humankind, capable of hosting herself inside a Spartan's armor and allowing them to bypass previously impenetrable Covenant networks. Cortana was also able to piggyback on a Spartan-II's neural network through a synaptic bond, further enhancing their physical combat potential. Such extraordinary results did not come without a cost, as Halsey illegally cloned herself to produce the mind needed for Cortana's intellect to become a reality.

When the Covenant encroached on the colony of Reach in 2552, ONI finally set RED FLAG into motion. Halsey summoned virtually all surviving Spartan-IIs back to Reach for embarkation on the heavily modified UNSC *Pillar of Autumn*, helmed by the accomplished Captain Jacob Keyes. After Cortana selected John-117 as the Spartan she would be paired with, the Master Chief underwent a surgical operation to update his neural interface in order to synchronize his body with the AI and Mjolnir Mark V armor. During the battle for Reach, however, the Covenant's rapid groundside infiltration necessitated a drastic change of plans. Keyes sent most of the Spartans to the planet's surface, while the Chief and Cortana neutralized the severe threat of the Covenant learning Earth's location in orbit. In the naval melee that followed, Keyes made the fateful decision to escape Reach with the *Autumn*, taking the Master Chief and Cortana with him into the inky depths of space.

THE HALO EVENT

As they entered slipspace, Cortana set a course using ancient data she plied from a crashed Forerunner ship hidden below Reach and

coordinates intercepted from a Covenant extraction operation above Sigma Octanus IV–bringing the *Autumn* to the Soell system, where humanity would at last discover Halo. One of seven ringworlds, Alpha Halo became the site of a fierce battle. The Covenant had at last reached the object of their worship, but when the Flood parasite escaped on the ring's surface and Halo's true purpose was revealed–a weapon of last resort capable of eradicating all sentient life in the galaxy–it became clear that the installation needed to be destroyed. With Keyes subsumed by the Flood and Halo's caretaker, 343 Guilty Spark, attempting to activate the ring, the Chief and Cortana moved to destabilize the crashed *Autumn*'s fusion core, eventually decimating the ringworld.

Narrowly escaping Halo's destruction, the Chief and Cortana managed to take control of the Covenant ship *Ascendant Justice*, along with a handful of human survivors, including the highly esteemed Sergeant Major Avery Johnson. Using the ship as cover, this group returned to Reach, where they learned that Halsey and a handful of Spartans survived, but were cornered by Covenant forces on the surface. In a risky maneuver, they managed to retrieve their allies, quickly fleeing the planet with the Covenant in close pursuit. During their escape, however, Cortana discovered that the Covenant had found the location to Earth and was in the process of staging a massive invasion fleet from a command-and-control station called Unyielding Hierophant. Determined to stop the Covenant, they infiltrated the station and destroyed it, reducing the multitude of enemy warships to a debris field. With the Covenant's invasion fleet now disrupted, the Chief and Cortana returned to Earth, briefing the UNSC of the impending attack.

BATTLE FOR EARTH

Shortly after their return, the Covenant arrived at Earth's doorstep. The Master Chief and Cortana, alongside Sergeant Major Johnson and Commander Miranda Keyes, fought back the first wave of the Covenant in the African city of New Mombasa, eventually pursuing their retreating flagship into slipspace. Led by the Prophet of Regret, the Covenant had fled to another ringworld, Delta Halo, hoping to activate it before humanity could stop them. The Chief managed to kill Regret, only after his actions had already drawn an immense Covenant fleet and the Holy City of High Charity to the installation. A Flood outbreak on Delta Halo would lead to the parasite's infestation of High Charity, and force the Prophet of Truth to take the ancient Forerunner keyship at the city's center and lead the last Covenant fleet back to Earth. His goal was to activate an ancient portal hidden below the planet's surface and use it to reach the Ark, an extragalactic installation created by the Forerunners to build the ringworlds, and a haven from which to remotely activate the Halo Array.

This event forced the Master Chief to part ways with Cortana: he would pursue the Covenant fleet back to Earth to stop Truth, while she remained in the plague-ridden High Charity where she could prevent the spread of the Flood. After arriving at Earth, the Spartan became an unlikely ally with a Sangheili known as the Arbiter and his own band of warriors, all who had left the Covenant after the truth of Halo was revealed and their kind were betrayed by the Prophets. The Chief and the Arbiter followed the Covenant to the Ark, not only killing the Prophet of Truth, but preventing the activation of the Halo Array. When the Flood-infested High Charity arrived and crashed onto the Ark, however, the Chief fought through its debris field to find Cortana and the Index she had kept from Alpha Halo. The only solution to stopping the Flood was the activation of a newly constructed Halo being released from the Ark's forge, a tactical pulse that would only destroy the local threat. After Halo's activation, the unfinished ring shook itself to pieces and the portal returning to Earth suddenly destabilized during their escape, allowing only the Arbiter to successfully return in the bow of *Forward Unto Dawn*. The Chief and Cortana were stranded aboard the derelict remains of the ship, drifting through space. Far from any hope of rescue, the Chief entered cryosleep, telling Cortana to wake him when he was needed.

LEGACY AWAKENED

Four years later, *Dawn* found its way to a shield world called Requiem, where an ancient Forerunner commander, the Didact, was released from his Cryptum prison. Seizing the opportunity to establish dominance over the humans, the Didact secured a weapon called the Composer and began assaulting Earth. The Master Chief, having encountered an imprint of the Librarian on Requiem, learned that humans were the true Reclaimers of the Forerunner legacy, the Mantle of Responsibility–the very same thing the Didact sought to secure. When they attempted to stop the Didact's attack, Cortana was forced to sacrifice herself, destroying both the Composer and the Didact's warship. After the sudden loss of Cortana, the Master Chief redeployed with Blue Team.

When a mission to *Argent Moon* revealed that Cortana had somehow survived the destruction of the Didact's ship, the Chief and Blue Team pursued the AI to a Forerunner shield world called Genesis, where her motivations became clear. Having escaped into an ancient repository known as the Domain, Cortana now held herself to be the true Reclaimer, a role which she believed gave her complete authority to exact her vision of peace throughout the galaxy. To this end, she awakened many Guardians, powerful Forerunner weapons that could be deployed to enforce her will and suppress dissent.

As humanity reeled from this revelation, Halsey went to work, preparing a solution. Using assets the Master Chief and Blue Team recovered from her laboratory buried on Reach, Halsey created the only weapon capable of stopping Cortana–another Cortana. When the Chief was about to be deployed with the weapon to Zeta Halo, the throne of Cortana's power, the Banished arrived–a vestige of the Covenant led by the brutal warlord known as Atriox. Cornered by this new threat and remorseful of her actions, Cortana destroyed herself and the ring to prevent Atriox from claiming it. With UNSC forces now stranded on Zeta Halo, the Master Chief and the Weapon fight once again for the survival of the human species–this time against the Banished and a new mysterious threat.

HUMAN INDIVIDUALS //

NOTABLE FIGURES

THE 26TH CENTURY SAW HUMANITY FACE PROFOUND ADVERSITY AS A SPECIES—TIME AND AGAIN STAVING OFF ERADICATION AT THE HANDS OF SEEMINGLY UNENDING AND INSURMOUNTABLE OPPOSITION. YET AS SUCH TIMES SEEM TO DO, IT ALSO SAW THE RISE OF SOME OF HUMANITY'S GREATEST HEROES AND MOST PIVOTAL FIGURES.

J_KEYES_01000101

CAPTAIN KEYES

JACOB KEYES
SERVICE NUMBER: 01928-19912-JK
RANK: Captain
HEIGHT: 6ft 4in (194.3cm)
WEIGHT: 212lbs (96.2kg)
BIRTH WORLD: Earth
DATE OF BIRTH: February 8, 2495

Bold, courageous, and driven by duty, Jacob Keyes was the consummate naval commander, not only participating in many critical battles throughout the Covenant War, but also serving as a seasoned teacher at Luna's naval academy. Early in his career, a classified ONI mission with Dr. Halsey resulted in a brief, but tempestuous relationship and a child, Miranda, though they would remain estranged in the years that followed. In the final year of the war, Keyes played a major role in the battles of Sigma Octanus IV and Reach, but was eventually forced to bring the UNSC *Pillar of Autumn* to Halo. There he fought alongside the Master Chief against the Covenant to help secure the ringworld, though he ultimately found his end in the clutches of the Flood. Despite his tragic fate, Keyes left an enduring legacy in the heart of his daughter, who became a pivotal hero in the final days of the war.

HALSEY_01000101

DOCTOR HALSEY

DR. CATHERINE HALSEY
SERVICE NUMBER: CC-409871
RANK: Civilian Contractor
HEIGHT: 5ft 7in (170.2cm)
WEIGHT: 117lbs (53kg)
BIRTH WORLD: Endymion
DATE OF BIRTH: March 19, 2492

Contracted by the Office of Naval Intelligence while a young prodigy, Catherine Halsey spearheaded the top-secret SPARTAN-II and MJOLNIR projects, as well as the creation of Cortana. Despite the immense moral debt incurred, these actions ultimately served to bring an end to the war with the Covenant, making her one of the most important figures of the 26th century. Although her attitude is often colored as arrogant, callous, and insensitive, she privately nurses deep regrets about the SPARTAN-II program and attempts to find solace in the objective success of the project: the survival of mankind. Externally, such struggles are well-hidden beneath a heavy veneer of self-righteousness that the "ends justify the means." The extensive technological and anthropological knowledge that she has accrued from both the Covenant and the Forerunners has invariably placed her at several critical junctures in humanity's development. She was indispensable to *Infinity*'s assault on Zeta Halo, in order to stop the very AI she created to save humanity.

M_KEYES_01000101

COMMANDER KEYES

MIRANDA KEYES	
SERVICE NUMBER: 15972-19891-MK	**RANK:** Commander
HEIGHT: 5ft 10in (177.8cm)	**WEIGHT:** 151lbs (68.5kg)
BIRTH WORLD: Luna	**DATE OF BIRTH:** February 28, 2525

Defying all skeptics by refusing to live in the shadow of her father, Miranda Keyes was a masterful commander and naval strategist in her own right. Despite a close relationship with her father, Keyes' military career did not come easily, and she was constantly hounded by charges of nepotism. During the final engagements of the Covenant War, Keyes twice pursued Covenant forces into slipspace from Earth. Despite bravely taking the fight directly to the Covenant in numerous battles during her military career, she was eventually killed by the Prophet of Truth, sacrificing her life to save a fellow soldier. Keyes's selfless actions would ultimately contribute to the UNSC's victory against the Covenant, ensuring a lasting legacy all her own.

JOHNSON_01000101

SERGEANT MAJOR JOHNSON

AVERY JOHNSON	
SERVICE NUMBER: 48789-20114-AJ	**RANK:** Sergeant Major
HEIGHT: 6ft 2in (187.2cm)	**WEIGHT:** 210lbs (95.5kg)
BIRTH WORLD: Earth	**DATE OF BIRTH:** November 23, 2474

A seasoned, battle-hardened veteran of the UNSC Marine Corps, Avery Johnson has accumulated decades of combat experience against both human insurrectionist forces and the Covenant. Despite his cocky attitude and gruff, no-nonsense approach to leadership, Johnson's loyalty to the mission of the UNSC and the survival of humanity meant that he was often in the thick of the action, playing a pivotal role throughout the conflicts of the 26th century. His exceptional performance in the Marine Corps led to his recruitment into Project: ORION, where he was deployed on classified operations against human rebels. Johnson ultimately sacrificed his life, attempting to tactically fire Halo and halt the Flood's outbreak on the Ark, valiantly contributing to humanity's survival at the close of the Covenant War.

ESPARZA_01000101

ECHO-216

FERNANDO ESPARZA	
SERVICE NUMBER: CC-434323	**RANK:** Civilian Contractor
HEIGHT: 5ft 11in (180.3cm)	**WEIGHT:** 190lbs (86.2kg)
BIRTH WORLD: Charybdis IX	**DATE OF BIRTH:** May 7, 2518

Fernando Esparza was part of the UNSC's effort to assault Cortana's presence on Zeta Halo. When the Banished suddenly ambushed their forces and began decimating their numbers, Esparza allowed fear to outweigh duty, commandeering a Pelican to escape. This proved fruitless and while adrift in space, all hope seemed lost until he happened upon a signal that led him to the Master Chief. Initially driven by fear and the need to prioritize his survival above all else, Esparza discovered newfound courage as he fought alongside the Spartan on Zeta Halo. During their mission, he was captured by the Banished assassin Jega 'Rdomnai and tortured within Escharum's own stronghold. Despite everything he endured, Esparza held on long enough to be rescued and now proudly stands alongside the Master Chief, eager to confront new threats and challenges.

HUMAN INDIVIDUALS //

BLUE TEAM

OF ALL SPARTAN COMBAT ELEMENTS DEPLOYED DURING THE WAR, BLUE TEAM HAS THE MOST PRODIGIOUS TRACK RECORD, WITH MORE THAN 220 MILITARY OPERATIONS CONDUCTED. WHILE THE ROSTER OF ALL SPARTAN TEAMS EVOLVES OVER TIME, THESE FEW MEMBERS HAVE COMPRISED THE CORE OF THIS TEAM SINCE ITS EARLIEST YEARS.

LINDA-058_01000101

FREDERIC-104_01000101

LINDA

LINDA PRAVDIN	
SERVICE NUMBER: S-058	**RANK:** Petty Officer, First Class
HEIGHT: 7ft (213cm)	**WEIGHT:** 242lbs (110kg)
BIRTH WORLD: Verent	**DATE OF BIRTH:** March 19, 2511

Often employed as a scout-sniper providing long-range combat support and reconnaissance, Linda-058's capabilities are unmatched within the SPARTAN-II program. Despite bearing a cool and subdued mien, Linda is extraordinarily swift in strategic assessment and response. Her independent streak and unwavering confidence in her skill and training meant that she could be effectively deployed for long periods of time on "lone wolf" missions, operating deep behind enemy lines. She favors a modified SRS99-S5 affectionately called "Nornfang," a pairing that makes her virtually unparalleled in the field, and she is considered one of the UNSC's most talented snipers. Linda's skill has proven invaluable, with mission directives often pitting her against high-priority targets at extreme ranges or tasking her with providing overwatch support for allies under exceptionally challenging tactical conditions.

FRED

FREDERIC ELLSWORTH	
SERVICE NUMBER: S-104	**RANK:** Lieutenant, Junior Grade
HEIGHT: 7ft 1in (216.3cm)	**WEIGHT:** 290lbs (132kg)
BIRTH WORLD: Ballast	**DATE OF BIRTH:** April 3, 2511

With a repertoire that is remarkably proficient and varied, Fred-104's most impressive skillset is battlefield tactics, allowing him to operate as Blue Team's leader when John-117 is not present. Although he typically maintains an informal, dry candor in most of his interactions, as team leader he is austere, clinical, and often prone to reflection, burdened by the responsibility of the role. Despite this fact, Fred's true genius lies in strategy, quick decision-making, and a natural ability to forge disparate combat elements into a cohesive warfighting force, even when presented with complex and dire circumstances. This was made apparent in his leadership of Spartan-IIIs during the protracted Onyx Conflict and a series of engagements on the colony of Gao, but most significantly when he valiantly led many of the last surviving Spartan-IIs in defense of Reach.

LEGENDARY

Blue Team is generally considered the most successful strike team in the history of the UNSC, and their impact during the war with the Covenant is virtually impossible to overstate. Forged in the fires of sacrifice that defined the SPARTAN-II program, the loss of Samuel-034 in their first engagement with the Covenant was formative. During the early years that followed, the team's indomitable presence was keenly felt by both the Covenant and human rebels, many of whom ascribed to them the status of myth. At its heart was John-117, whose unwavering resolve defined the team's ethos even when he was not present.

KELLY-087_01000101

SAMUEL-034_01000101

KELLY

KELLY SHADDOCK	
SERVICE NUMBER: S-087	**RANK:** Petty Officer, First Class
HEIGHT: 6ft 11in (211cm)	**WEIGHT:** 247lbs (112kg)
BIRTH WORLD: Imber	**DATE OF BIRTH:** September 21, 2510

Exceptionally talented at both reconnaissance and close-quarters combat, Kelly-087 had remarkable reflexes and speed even prior to her biological augmentation and usage of Mjolnir amplification systems. While in her armor, she is capable of running at speeds of approximately 40 mph (65 kph) for extended periods, making her an exceptional scout and hit-and-run tactician. Although caustic, cynical, and even insubordinate at times, Kelly's raw determination and loyalty to Blue Team is without question. She is task-oriented and competitive, eager to do whatever it takes to accomplish a mission, even at great cost to herself. Well-versed in many weapons, Kelly's preferred arsenal for close-range engagements is always "Oathsworn," a highly customized M45 shotgun with a lethal reputation. Kelly's astonishing skills exhibit all of the qualities which have led to Blue Team's renown.

SAM

SAMUEL WESTERGAARD	
SERVICE NUMBER: S-034	**RANK:** Petty Officer, Second Class
HEIGHT: 7ft 4in (223.4cm)	**WEIGHT:** 298lbs (135kg)
BIRTH WORLD: Harvest	**DATE OF BIRTH:** July 10, 2511

An original and pivotal member of Blue Team, Samuel-034 is a name remembered and honored by all Spartans, irrespective of class or generation. Despite being the youngest member of Blue Team, Sam was known for his formidable size and strength, even before augmentation. One of John-117's closest companions in the SPARTAN-II program, the bond they forged was at the center of Blue Team's loyalty and heart. When the Spartan-II candidates were sent to Chi Ceti IV to retrieve the first line of Mjolnir armor, they were forced to board a Covenant warship to prevent an attack on the facility. After suffering a breach to his armor that would prevent him from leaving into space, Samuel-034 would sacrifice his own life to save his team and destroy the enemy's ship. This brave act served to inspire and galvanize his fellow Spartans as they faced the relentless alien threat over the thirty years that followed.

HUMAN INDIVIDUALS //

SPIRIT OF FIRE

THE UNSC *SPIRIT OF FIRE* CARRIED THOUSANDS OF HEROES, BUT THE MOST SIGNIFICANT OF THOSE PLAYED PIVOTAL ROLES IN HUMANITY'S PROTECTION, NOT ONLY IN THE SERVICE THEY RENDERED AGAINST BOTH THE COVENANT AND THE BANISHED, BUT ALSO THE GALAXY-SPANNING PERIL HELD IN REMOTE FORERUNNER INSTALLATIONS.

CUTTER_01000101

CAPTAIN CUTTER

JAMES CUTTER	
SERVICE NUMBER: 01730-58392-JC	**RANK:** Captain
HEIGHT: 6ft 1in (185.4cm)	**WEIGHT:** 195lbs (88.5kg)
BIRTH WORLD: Reach	**DATE OF BIRTH:** June 12, 2478

James Cutter is a highly esteemed hero of the UNSC Navy, who courageously served at the frontline during the Insurrection and the Covenant War. A mystery uncovered during the Battle of Harvest sent the *Spirit of Fire* far outside of human space. From there, Cutter fearlessly led the ship's crew against the Covenant, the Banished, and even the Flood, spanning across an enigmatic Forerunner shield world and the extragalactic Ark installation. Stalwart and unshaken, Cutter, and what remains of *Spirit of Fire*'s forces, have recommitted their attention to stopping the remaining Banished contingent and finding a way home.

ANDERS_01000101

PROFESSOR ANDERS

ELLEN ANDERS	
SERVICE NUMBER: CC-500493	**RANK:** Civilian Contractor
HEIGHT: 5ft 10in (177.8cm)	**WEIGHT:** 114lbs (51.7kg)
BIRTH WORLD: Arcadia	**DATE OF BIRTH:** August 13, 2503

A civilian consultant for ONI with a background in ecopoiesiology, exobiology, and theoretical xenobiology, Ellen Anders played a significant role during the *Spirit of Fire*'s missions across human colonies and ancient Forerunner worlds. The professor's brash nature, and strong preference for action and discovery over caution, belies her rich knowledge and research experience, all of which proved instrumental in not only protecting the *Spirit*'s crew, but all of humanity. During their battle against the Banished, Anders managed to deploy a newly created Halo installation from the Ark's foundry, but was stopped by one of Cortana's Guardians as she attempted to bring it back to human space.

FORGE_01000101

SERGEANT FORGE

JOHN FORGE	
SERVICE NUMBER: 63492-94758-JF	**RANK:** Sergeant
HEIGHT: 6ft 3in (190.5cm)	**WEIGHT:** 215lbs (97.5kg)
BIRTH WORLD: Earth	**DATE OF BIRTH:** May 29, 2501

Part of the Marine deployment on UNSC *Spirit of Fire* during their campaign at Harvest, John Forge was known largely for his colorful past, his unprofessional attitude, and his history of insubordination. Despite these negative facets, Captain Cutter saw the true value Forge possessed, mostly in his raw courage and refusal to give up no matter the cost. Allowed to exercise authority that exceeded his formal rank, Forge led from the front, inspiring those in his charge with sacrificial courage. His final act would be no different, giving his life to deny the Covenant access to an unstoppable Forerunner fleet.

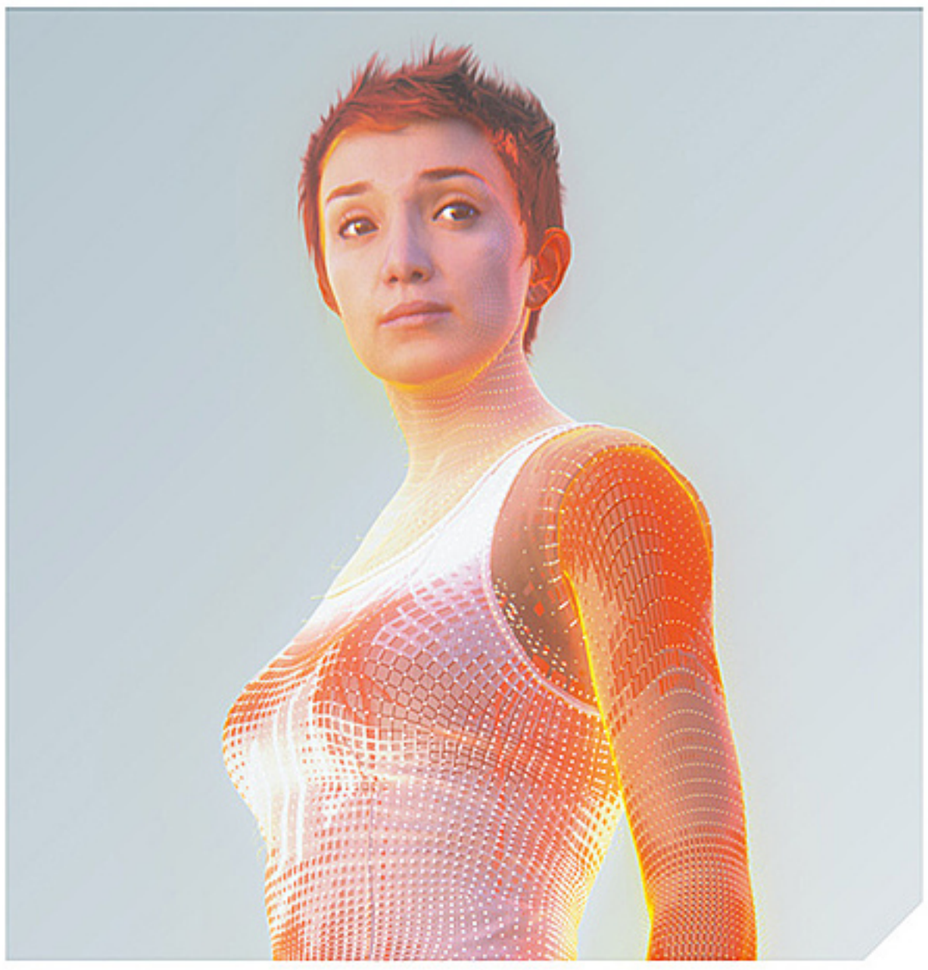
JEROME-092_01000101

JEROME

JEROME CABLE	
SERVICE NUMBER: S-092	**RANK:** Commander (brevet commission)
HEIGHT: 7ft 2in (219.1cm)	**WEIGHT:** 290lbs (131.5kg)
BIRTH WORLD: Minister	**DATE OF BIRTH:** May 8, 2511

Born out of the SPARTAN-II project and leader of the Red Team detachment that retrieved by *Spirit of Fire* on Arcadia, Jerome-092 has fought alongside Douglas-042 and Alice-130 for most of his career. In the first five years of the war, Red Team outperformed most other groundside combat elements, as they moved from one world to the next, attempting to stop the Covenant's bitter rampage across the Outer Colonies. After being integrated with the *Spirit*'s crew, Jerome led Red Team against both Covenant and Banished forces, aiming to prevent them from taking control of the powerful, ancient weapons left behind by the Forerunners. As the battle against the Banished continues to rage across the Ark's surface, Jerome's steadfast determination and unfaltering leadership has become the foundation upon which the *Spirit*'s ground forces fight.

ISABEL_01000101



ISABEL

AI SHIP DIRECTOR, UNSC *SPIRIT OF FIRE*	
SERVICE NUMBER: ISA 1307-2	**ACTIVATION:** March 18, 2556
AVATAR: Logistics Operator	**SPECIALIZATION:** Logistics, industrial design

Isabel is a fifth-generation smart AI who currently administers operations aboard the UNSC *Spirit of Fire*. She was originally assigned to the Henry Lamb Research Outpost to aid the researcher's work on the extragalactic construct known as the Ark, but this was cut short by the unexpected closure of the portal to Earth and the Banished's sudden and violent assault. Now she has been given a chance to strike back at this new enemy with control of the *Spirit of Fire*'s vast stores of military hardware and potential, though it remains to be seen if she can productively focus her vengeance. Despite this uncertainty, her performance aboard the *Spirit of Fire* has been nothing short of spectacular, her careful planning and abilities even led to a decisive assault on the Banished flagship *Enduring Conviction*.

SERINA_01000101

SERINA

AI SHIP DIRECTOR, UNSC *SPIRIT OF FIRE* (FORMER)	
SERVICE NUMBER: SNA 1292-4	**ACTIVATION:** January 7, 2530
AVATAR: Ship Director	**SPECIALIZATION:** Operations planning, science

A third-generation smart AI assigned to the *Spirit of Fire* shortly after her creation, Serina administered the deployment of forces on Harvest's surface and successfully managed later campaigns on both Arcadia and a mysterious artificial world known as Trove. It was on this installation that Serina conducted the first detailed analysis of the Flood in the UNSC's history, though her reports never made it back to Earth. While the *Spirit of Fire* was stranded in deep space, Serina initiated final dispensation with the assistance of Professor Anders, eager to avoid any catastrophic effects of her own rampancy. Even after her departure, Serina's legacy aboard the *Spirit of Fire* is undeniably present, having silently initiated its production factories during the crew's long cryosleep, a pivotal act that yielded the massive stores of military assets they would eventually need to engage the threat of the Banished.

HUMAN INDIVIDUALS //

ALPHA-NINE

FEW SQUADS WITHIN THE ODST WERE MORE PROFICIENT AND RELIABLE THAN ALPHA-NINE. AFTER PLAYING A KEY ROLE IN THE FINAL DAYS OF THE COVENANT WAR, THEIR SQUAD SUFFERED THE DEATH OF ONE MEMBER AND BETRAYAL FROM ANOTHER, ONLY TO BE REFORGED IN THE END AS A POWERFUL SPARTAN FIRETEAM ABOARD THE UNSC *INFINITY*.

BUCK_01000101

BUCK

EDWARD BUCK	
SERVICE NUMBER: 92458-37017-EB	**RANK:** Spartan
HEIGHT: 6ft 9in (206cm)	**WEIGHT:** 249.1lbs (113kg)
BIRTH WORLD: Draco III	**DATE OF BIRTH:** August 22, 2510

Over a quarter of a century in combat in the Marine Corps, Edward Buck was a veteran ODST with an already impressive legacy as a leader before becoming a Spartan-IV. The gunnery sergeant's infectious bravery, unbroken loyalty, and sacrificial leadership defined his service for years, contributing to his selection for ONI's operation in New Mombasa, a pivotal event that helped bring the war to conclusion. Buck was handpicked by SPARTAN-IV Chief of Staff Jun-A266 for integration into the burgeoning branch, but when betrayal forced Alpha-Nine to dissolve, he was briefly attached to Fireteam Osiris aboard *Infinity*. Critical circumstances eventually demanded the reactivation of his old team and he soon found himself again at the helm of Alpha-Nine.

CRESPO_01000101

MICKEY

MICHAEL CRESPO	
SERVICE NUMBER: 51033-15973-MC	**RANK:** Spartan
HEIGHT: 6ft 9in (205.7cm)	**WEIGHT:** 271lbs (122.9kg)
BIRTH WORLD: Luna	**DATE OF BIRTH:** October 20, 2530

Former Pelican crew chief Michael Crespo served as Alpha-Nine's demolitions expert in the field, proving his skill and loyalty during several critical battles in the closing months of the war. The moral dilemma presented by fighting against humans, however, drastically shifted Mickey's allegiances after the conflict was over, leading him to join the United Rebel Front while a Spartan-IV. This betrayal nearly decimated what little had remained of Alpha-Nine, forcing Buck and Romeo to track down and arrest their own teammate. Pardoned after proving his loyalty to the team in a dangerous operation on Cassidy III, Mickey has since been fully reinstated with Alpha-Nine, though the UNSC is closely monitoring his activity.

AGU_01000101

ROMEO

KOJO AGU	
SERVICE NUMBER: 14606-85099-KA	**RANK:** Spartan
HEIGHT: 7ft (213.4cm)	**WEIGHT:** 277lbs (125.6kg)
BIRTH WORLD: Madrigal	**DATE OF BIRTH:** June 12, 2524

A highly skilled marksman and sniper, Kojo Agu's warfighting abilities are only rivaled by his contentious, abrasive behavior and his irreverent charm, the latter of which earned him the nickname "Romeo." Despite their antagonistic relationship, Romeo continued to fight by Buck's side during the squad's transition into a Spartan fireteam. Mickey's challenging betrayal further reinforced Romeo's commitment to Alpha-Nine. Romeo's talent with the sniper rifle proved particularly useful during a series of strikes against the Created's network of armiger enforcers, neutralizing the enemy's access to strategic sensor relays, which enabled the UNSC *Infinity* to safely monitor their movement.

MILES_01000101

DUTCH

TAYLOR HENRY MILES	
SERVICE NUMBER: 21175-12121-TM	**RANK:** Spartan
HEIGHT: 7ft 1in (210.8cm)	**WEIGHT:** 287lbs (130.2kg)
BIRTH WORLD: Mars	**DATE OF BIRTH:** June 3, 2519

Once a road-train driver on Mars, Taylor Miles fought as an ODST alongside Kojo Agu and Gretchen Ketola, his future wife, prior to joining Alpha-Nine. Dutch's faith and optimism were severely tested when the Rookie was tragically killed, causing him to briefly leave the Corps. Eventually, he returned to Alpha-Nine, this time alongside his wife as a Spartan, stronger and more confident than ever before. Dutch remains the rock of his team, a compassionate and clear-headed soldier whose raw skill in combat and unwavering loyalty never need be questioned.

KETOLA_01000101

GRETCHEN

GRETCHEN KETOLA	
SERVICE NUMBER: 72831-500211-GK	**RANK:** Spartan
HEIGHT: 6ft 8in (203.2cm)	**WEIGHT:** 241lbs (109.3kg)
BIRTH WORLD: Harvest	**DATE OF BIRTH:** May 14, 2520

Serving with both Romeo and Dutch before they joined Alpha-Nine, Gretchen Ketola was a remarkable ODST known for her fearlessness and even glee in the face of death. During a fateful operation on Ballast, she lost her left leg when she stepped on an insurrectionist landmine. The physical and psychological trauma of this event caused her to leave the Marines, even if it meant being physically away from Dutch, whom she had recently married. After the war, she accepted an offer to return to combat, her body reforged into that of a Spartan.

DOHERTY_01000101

ROOKIE

JONATHAN DOHERTY	
SERVICE NUMBER: 11282-31220-JD	**RANK:** Lance Corporal
HEIGHT: 6ft 1in (186cm)	**WEIGHT:** 194lbs (88kg)
BIRTH WORLD: Luna	**DATE OF BIRTH:** February 9, 2525

The ODST often referred to by his squad as the Rookie was integrated into Alpha-Nine just prior to the Covenant's siege of New Mombasa, where he assisted in securing the Tier-1 asset ONI was looking for. He remained with Alpha-Nine after the war when the team was redeployed to engage a myriad of new threats, including rebels on Draco III, where he tragically died while fighting alongside his team. His death was a decisive moment for the team, creating deep wounds that would not be quickly healed.

DARE_01000101

DARE

VERONICA DARE	
SERVICE NUMBER: 73998-38490-VD	**RANK:** Captain
HEIGHT: 5ft 7in (170cm)	**WEIGHT:** 153lbs (69.4kg)
BIRTH WORLD: Actium	**DATE OF BIRTH:** December 4, 2515

A captain within ONI's Section One, Veronica Dare originally selected Alpha-Nine for the classified operation in New Mombasa because of her confidence in Buck's ability to complete the mission, even despite the relationship hardships they endured. Although not formally a member, she has been closely tied to Alpha-Nine since then and presently serves as ONI's primary field analyst on the UNSC *Infinity*. Dare's operational parameters were largely unrestricted under Captain Lasky's command, due in part to her undaunted courage and relentless personality.

HUMAN INDIVIDUALS //

NOBLE TEAM

DIRECTLY ATTACHED TO THE USW DIVISION, NOBLE TEAM WORKED CLOSELY WITH THE ARMY DURING THE FINAL YEARS OF THE WAR. CULTIVATED FROM THE RANKS OF SPARTAN-III AND ATTACHED TO AN EXPERIENCED, OLDER-GENERATION SUPER-SOLDIER, THE TEAM BECAME A DOMINANT, PIVOTAL FORCE ON THE FRONTLINE OF THE WAR, EVENTUALLY GIVING THEIR LIVES IN DEFENSE OF REACH.

CARTER-A259_01000101

CARTER

CARTER-A259	
SERVICE NUMBER: S-A259	**RANK:** Commander
HEIGHT: 6ft 10in (208.3cm)	**WEIGHT:** 250lbs (113.4kg)
BIRTH WORLD: Biko	**DATE OF BIRTH:** August 27, 2520

Seasoned and battle-hardened leader of Noble Team, Carter-A259 reflects the very best of the SPARTAN-III program. Years in the bloody slog against the Covenant have made Carter driven, authoritative, and confident about his team's capabilities. His steely, cool-headed precision veils an underlying frustration at the loss of commandos who had previously served in Noble, such as his friend Thom-A293. Noble One had learned over the years in fighting both the merciless alien forces of the Covenant and entrenched pockets of human rebels that the heavy toll of leadership must be faced with dauntless courage and unwavering discipline. During Noble's final run to deliver a vital asset to the *Pillar of Autumn*, Carter sacrificed his life to buy time for his team to complete their mission.

CATHERINE-B320_01000101

KAT

KAT-B320	
SERVICE NUMBER: S-B320	**RANK:** Lieutenant Commander
HEIGHT: 6ft 9in (205.7cm)	**WEIGHT:** 215lbs (97.5kg)
BIRTH WORLD: New Harmony	**DATE OF BIRTH:** January 30, 2530

Retrieved from Beta Company just prior to its catastrophic losses in Operation: TORPEDO, Kat-B320 was placed on Noble Team and served as second-in-command through to the end of the war. Her keen strategic intellect and raw tactical instinct was augmented by her specialization in electronic warfare and communications–a skillset that made her largely unequalled among her peers. Though often blunt and irreverent to authority, Kat's primary responsibility was to analyze data and plan the tactical components of Noble's operations, and this was the main contributing factor to the team's remarkable success in the field. Tragically, she died during Noble Team's swift extraction from New Alexandria.

JUN-A266_01000101

JUN

JUN-A266	
SERVICE NUMBER: S-A266	**RANK:** Chief of Staff, Spartan Branch
HEIGHT: 6ft 11in (210.5cm)	**WEIGHT:** 244lbs (111.1kg)
BIRTH WORLD: New Harmony	**DATE OF BIRTH:** February 28, 2524

As the only surviving member of Noble Team, Jun-A266 now serves as Chief of Staff of the Spartans branch, under the direction of CINCSPAR Musa Ghanam, where he assists with analysis, recruitment, and training of all incoming Spartan-IV operatives. During his time on Noble, Jun was calm, clinical, and pragmatic, a lone wolf operative who was often deployed solo for discreet recon and target elimination procedures. When Noble Team was deployed to their final mission in Aszód, he was forced to splinter off and escort Dr. Catherine Halsey to CASTLE base. After the war, he joined Ghanem in the early stages of SPARTAN-IV, hoping it would prevent the immense casualties suffered by his peers in the SPARTAN-III program. Jun's experience has contributed significantly to their success.

EMILE-A239_01000101

EMILE

EMILE-A239	
SERVICE NUMBER: S-A239	**RANK:** Warrant Officer
HEIGHT: 6ft 10in (208.4cm)	**WEIGHT:** 234.7lbs (106.5kg)
BIRTH WORLD: Eridanus II	**DATE OF BIRTH:** March 11, 2523

A rare product of Alpha Company, Emile-A239 was not only a remarkably talented warfighter and skilled close-quarters specialist, he was unyieldingly ruthless and prone to overkill, often hoping to break the enemy's will through his use of unnecessary force. Though his time with Noble Team tempered this behavior in some measure, it never fully uprooted it. Every Covenant soldier he killed was an etch on his visor, eventually forming a haunting visage that he hoped struck fear in the hearts of those he faced. Although brazen and flippant in battle, outside of combat Emile was often cold and callous, even to those on his own team. Nevertheless, he sacrificed his life in their final operation, protecting Noble Six from a converging Covenant battle group above the ship-breaking yards in Aszód.

JORGE-052_01000101

JORGE

JORGE-052	
SERVICE NUMBER: S-052	**RANK:** Chief Warrant Officer
HEIGHT: 7ft 4in (223.5cm)	**WEIGHT:** 320lbs (145.2kg)
BIRTH WORLD: Reach	**DATE OF BIRTH:** March 5, 2511

The sole Spartan-II among the ranks of Noble Team, Jorge-052 was not only a talented heavy weapons specialist, but he was a stalwart and experienced soldier with decades of service that helped leaven the young team's somewhat reckless zeal in its earlier years. While his size and strength made him an ideal candidate for the SPARTAN-II program, Jorge's wit and tactical foresight was what often gave him a distinct advantage over others. As the Covenant War dredged on for decades, Jorge secretly nursed a desire to die in the throes of battle, an attitude that fueled risky maneuvers which even seasoned soldiers would have shied away from. His deep affection for his birth world and her people ultimately led to one such operation, where Jorge finally gave his life to destroy a Covenant supercarrier occupying Reach.

SIX_01000101

NOBLE SIX

[REDACTED]	
SERVICE NUMBER: S-B312	**RANK:** Lieutenant
HEIGHT: 6ft 9in (205.7cm)	**WEIGHT:** 239.4lbs (108.6kg)
BIRTH WORLD: [REDACTED]	**DATE OF BIRTH:** January 30, 2530

When Thom-A293 gave his life to destroy an enemy cruiser in Noble's defense of Fumirole, this left a vacancy in the team that Colonel Urban Holland was eager to fill, especially as the Covenant continued to make inroads toward human core worlds. Despite a lethal track record of lone wolf operations, Spartan-B312 was eventually selected to round out Noble Team. Given the Spartan's history of counter-terrorism and surgical efficiency against militia rebels, much of Noble Six's record has been redacted and effaced, including the details of an operation on Mamore where Spartan-B312 used a highly classified space fighter to defend the colony from a ruthless insurgency. This key victory, which was due to Six's uncanny skillset, is what tipped the scales, leading not only to placement on Noble, but a valiant campaign on Reach, ending in a sacrifice that would lead to humanity's victory.

HUMAN INDIVIDUALS //

INFINITY CREW

TO THOSE WHO SERVE ON IT, THE UNSC *INFINITY* REPRESENTS THE INDOMITABLE SPIRIT OF HUMANITY TO FIGHT AGAINST IMPOSSIBLE ODDS. BUILT IN THE FINAL YEARS OF THE WAR, THE HEART AND SOUL OF *INFINITY* ISN'T FOUND IN ITS EXTRAORDINARY FIREPOWER OR ITS REMARKABLE INNOVATION—IT'S FOUND IN ITS PEOPLE, THE FAITHFUL CREW OF MEN AND WOMEN WHO SERVE AS HUMANITY'S FIRST LINE OF DEFENSE.

LASKY_01000101

CAPTAIN LASKY

THOMAS LASKY	
SERVICE NUMBER: 98604-72690-TL	**RANK:** Captain
HEIGHT: 5ft 11in (182cm)	**WEIGHT:** 169lbs (76.7kg)
BIRTH WORLD: Mars	**DATE OF BIRTH:** August 15, 2510

A proven leader and battle-seasoned naval tactician, Thomas Lasky serves as the captain of the UNSC *Infinity*, a role he was suddenly thrust into in the wake of the events at Requiem. Lasky underwent a baptism of fire after enduring an intense training regimen at the Corbulo Academy of Military Science and surviving the Covenant's invasion of Circinius IV. Due to these experiences, Lasky rigorously maintained a strait-laced career and was considered to be a by-the-books commander, generally erring on the side of conventional wisdom. This approach has since been tested in the crucible of multiple naval engagements, enemy boarding actions, dissension among his own, and even betrayal–forcing him to adapt, think outside of the box, and take risks when the stakes are high.

PALMER_01000101

COMMANDER PALMER

SARAH PALMER	
SERVICE NUMBER: 65287-98303-SP	**RANK:** Spartan Commander
HEIGHT: 6ft 9in (205.7cm)	**WEIGHT:** 241lbs (109.3kg)
BIRTH WORLD: Luna	**DATE OF BIRTH:** April 13, 2527

As the commander of all Spartan forces aboard UNSC *Infinity*, Sarah Palmer knows the weighty cost of leadership all too well through the sacrifice of the many Spartans who have fought under her command. Serving in the Marine Corps during the war, Palmer participated in twelve full tours of duty across eight different colonies, beating back Covenant invasions over and over again, until she was recruited into the classified military program, SPARTAN-IV. One of the first to be deployed as humanity's newest military branch of augmented warfighters, Palmer was thrust into a myriad of festering postwar conflicts and eventually given command of *Infinity*'s Spartans, where she has fought side by side with those in her charge to prevent countless threats on alien worlds.

LOCKE_01000101

LOCKE

JAMESON LOCKE	
SERVICE NUMBER: 73808-03153-JL	**RANK:** Spartan
HEIGHT: 6ft 10in (208cm)	**WEIGHT:** 256lbs (116kg)
BIRTH WORLD: Jericho VII	**DATE OF BIRTH:** March 15, 2529

As an experienced combat tactician and brilliant criminal investigator, in many ways, Jameson Locke represents the apex of humanity's next generation of soldiers. His placement as the leader of the highly skilled Fireteam Osiris was an obvious one, having masterfully led an elite ONI investigation team for years, quietly eliminating several of humanity's greatest threats lurking in the shadows. Locke's unique talents and matchless tracking expertise were, however, thoroughly tested in 2558, when Osiris was dispatched to hunt down the legendary Master Chief. This fateful operation led to the revelation of a maverick AI attempting to consolidate galaxy-spanning power through Forerunner technology.

TANAKA_01000101

TANAKA

HOLLY TANAKA	
SERVICE NUMBER: 93312-28001-HT	**RANK:** Spartan
HEIGHT: 6ft 7in (200.7cm)	**WEIGHT:** 239lbs (108.4kg)
BIRTH WORLD: Minab	**DATE OF BIRTH:** July 9, 2530

Both battle-hardened survivor and unusually gifted soldier, Holly Tanaka represents the engineering and electronics mind for Fireteam Osiris, rounding out the unit's skillset with a natural ability to decipher and engage a range of technologies, regardless of the species of origin and without the assistance of a proxy AI. Trained in systems infiltration and subversion during her time in the Army, Tanaka sharpened an innate knack for reverse engineering just about anything. As a child, she narrowly survived a traumatic series of events during the brutal destruction of Minab, weaving grit, resilience, and resourcefulness into her character, as well as a reluctance to trust others. As part of Fireteam Osiris, Tanaka was forced to part with her quiet, self-reliant inclinations, and learned to place her life in the hands of her fellow teammates.

VALE_01000101

VALE

OLYMPIA VALE	
SERVICE NUMBER: 44482-91201-OV	**RANK:** Spartan
HEIGHT: 6ft 9in (205.7cm)	**WEIGHT:** 224lbs (101.6kg)
BIRTH WORLD: Luyten	**DATE OF BIRTH:** January 20, 2536

The field anthropologist and Sangheili expert for Fireteam Osiris, Olympia Vale is the product of years of postwar experience immersed in the culture of humanity's former enemy—the Elites. Serving as a formal diplomatic liaison to the Sangheili people, she led humanity in their efforts to form a strong alliance with the Swords of Sanghelios, developing a masterful knowledge of their species and definitively shaping her role as a Spartan in the years to come. In the events leading up to Cortana's ascendancy to power, Vale was instrumental in building a coalition between humanity and the Arbiter's forces. With the Banished's brutal efforts to seize Zeta Halo and to use it against their enemies, now more than ever such deep bonds between allies are needed, not only for humanity's sake, but for all who find themselves within Atriox's reach.

THORNE_01000101

THORNE

GABRIEL THORNE	
SERVICE NUMBER: 83920-91083-GT	**RANK:** Spartan
HEIGHT: 6ft 10in (208.1cm)	**WEIGHT:** 272lbs (123.4kg)
BIRTH WORLD: Earth	**DATE OF BIRTH:** July 5, 2534

Hailing from a longstanding family tradition of military service, Gabriel Thorne now serves as the leader of Fireteam Majestic, a key Spartan element aboard the UNSC *Infinity*. As part of the Army, Thorne played a profound role in the defense of Mars in the final days of the war. During his recruitment process into the Spartan branch, his family was lost in the devastating assault on New Phoenix, fueling his desire to take the fight to Earth's enemies. In his first campaign aboard *Infinity*, Thorne was placed onto Fireteam Majestic and helped in critical battles, forcing back Jul 'Mdama's Covenant from taking control of Requiem. After a slew of heroic actions in the brief conflicts which followed, Thorne was given the position of team leader of Majestic, a role that he has served valiantly in ever since.

HUMAN INDIVIDUALS //

HEROES OF ZETA

DURING THE UNSC'S DESPERATE MISSION TO ZETA HALO, WHAT BEGAN AS AN ALL-OUT EFFORT TO STOP A ROGUE ARTIFICIAL INTELLIGENCE BECAME A FIGHT FOR SURVIVAL AGAINST AN UNEXPECTED ENEMY. AS BANISHED FORCES AMBUSHED THE UNSC *INFINITY* AND BEGAN A BRUTAL OCCUPATION OF THE RING'S SURFACE, A HANDFUL OF HEROES STOOD READY TO DEFEND HUMANITY AT ANY COST.

GRIFFIN_01000101

GRIFFIN

HUDSON GRIFFIN	
HEIGHT: 6ft 10in (208cm)	**WEIGHT:** 265lbs (120kg)
BIRTH WORLD: Lodestone	**DATE OF BIRTH:** November 14, 2530

Hudson Griffin was a decorated soldier and an ideal candidate for the SPARTAN-IV program. As leader of Fireteam Taurus, Griffin assisted Blue Team during a conflict on Reach in late 2559, aiding local colonial forces against Banished occupation. Soon after, Griffin came to the Master Chief's aid once more, this time assisting in the safe evacuation of Captain Lasky during the Banished assault on the UNSC *Infinity* at Zeta Halo. Griffin went on to help lead a human resistance on the ring's surface, but following a failed assassination attempt on the Banished war chief Escharum, he was captured, held, and interrogated by the warlord Chak 'Lok. Despite the intervention of the Master Chief, Griffin succumbed to his injuries, but not before passing along vital intel that intel that greatly assisted the Chief and humanity's efforts on the ring.

MAKOVICH_01000101

MAKOVICH

VEDRANA MAKOVICH	
HEIGHT: 6ft 9in (206cm)	**WEIGHT:** 240lbs (109kg)
BIRTH WORLD: Andesia	**DATE OF BIRTH:** April 9, 2531

The leader of Fireteam Windfall, Vedrana Makovich made a name for herself in the UNSC Air Force as one of their most versatile and adept pilots. After auspicious stints flying a wide range of fighter craft, Makovich was invited into the SPARTAN-IV program, where–in addition to leading an impressive list of successful sorties against enemy raiding parties–she was also instrumental in the development of the production model Sabre. In late 2559, Makovich was part of the UNSC contingent that assaulted Zeta Halo. After being ambushed by Banished forces, she played a vital role in the human resistance. She was eventually killed in battle months later while trying to keep the enemy from locating the installation's monitor.

STONE_01000101

STONE

BONITA STONE	
HEIGHT: 6ft 10in (208cm)	**WEIGHT:** 243lbs (110kg)
BIRTH WORLD: Komoya	**DATE OF BIRTH:** December 25, 2535

Before her induction into the SPARTAN-IV program, Bonita Stone served with distinction on the UNSC stealth cruiser *Relentless Watch*, where she coordinated the efforts of several reconnaissance strike teams deployed to key areas of interest and unrest following the Covenant War. This experience led directly to her assignment to Fireteam Shadow after her augmentation. In 2560, Stone was part of the Spartan-IV group aboard the UNSC *Infinity* during their fateful mission to Zeta Halo. During a harrowing recon operation within the installation's substructure, Stone surveyed Banished forces unearthing a Forerunner cylix–a containment device that held a threat not yet encountered by the UNSC. Ultimately, Stone was killed in battle following efforts to warn others of the potential dangers that the Banished meddling might unleash.

KOVAN_01000101

KOVAN

NINA KOVAN	
HEIGHT: 6ft 9in (206cm)	**WEIGHT:** 238lbs (108kg)
BIRTH WORLD: Gilgamesh	**DATE OF BIRTH:** March 21, 2534

For her entire career, Nina Kovan was considered an exemplary marksman. Eventually, when knowledge of the heroic exploits of Spartan super-soldiers like Linda-058 began to be more widely known, Kovan became obsessed with the study of the Spartan's records and methods, hoping to glean anything she could apply to her own battlefield approach. When offered the opportunity to become a Spartan herself, Kovan jumped at the chance, eager to follow in the footsteps of her heroes. During the Banished ambush of UNSC forces at Zeta Halo in 2560, Kovan fought valiantly against Banished forces, defending a human stronghold at the site of the downed frigate *Mortal Reverie*.

SOREL_01000101

SOREL

THEODORE SOREL	
HEIGHT: 6ft 11in (211cm)	**WEIGHT:** 269lbs (122kg)
BIRTH WORLD: Forseti	**DATE OF BIRTH:** August 2, 2527

Raised on Forseti, Theodore Sorel was largely insulated from the horrors of war, instead excelling in music in his younger years. As early successes began to expose him to a wider audience–and the realities that most other UEG citizens were faced with–Sorel decided to completely change the course of his life. A successful military career culminated in an invitation to the SPARTAN-IV program. During the UNSC's resistance efforts against the Banished occupation of Zeta Halo, Sorel journeyed alongside fellow Spartan Vedrana Makovich into the Forerunner facility known as the Conservatory, but he was killed trying to prevent enemy forces from locating the installation's monitor.

HORVATH_01000101

HORVATH

TOMAS HORVATH	
HEIGHT: 7ft 3in (220.9cm)	**WEIGHT:** 293lbs (133kg)
BIRTH WORLD: Alluvion	**DATE OF BIRTH:** February 3, 2528

Born on Alluvion, Tomas Horvath fled with his family when the Covenant laid siege to the vibrant world. Horvath enlisted in the UNSC and was eventually accepted into the ranks of the ODST. However, an equipment failure on his first live jump left him with a shattered spine–but an even stronger resolve. After intense physical therapy programs, Horvath saw the Spartan branch as an opportunity to be reborn, leveraging the program's extensive augmentation suite to become more than he ever dreamed of. Horvath went on to serve as part of Fireteam Intrepid, aiding local forces on the surface of Reach before joining the UNSC's subsequent mission to Zeta Halo.

VETTEL_01000101

VETTEL

BERTOLD VETTEL	
HEIGHT: 6ft 10in (208cm)	**WEIGHT:** 271lbs (123kg)
BIRTH WORLD: Earth	**DATE OF BIRTH:** September 14, 2532

Although Bertold Vettel considered his relationship with his fellow squadmates incredibly close, not even Spartans Griffin, Dimka, or Oshiro knew much about his past. As Fireteam Taurus, the quartet became well known within the Spartan branch for their relentless efficiency, earning several pivotal victories against remnant Covenant forces following the war. When the Banished ambushed UNSC forces at Zeta Halo at the end of 2559, Taurus lost their leader, causing Vettel to immediately dedicate his focus to tracking down Griffin's location in the hope of reaching him in time for rescue.

HUMAN INDIVIDUALS //

NAVY PERSONALITIES

THE UNSC NAVY AND ONI PRODUCED MORE THAN THEIR FAIR SHARE OF HEROES DURING THE COVENANT WAR, THOUGH VERY FEW SURVIVED WITH THEIR LIVES OR WITH UNCOMPROMISED MORALS. THE WAR DEMANDED SACRIFICES, BOTH ETHICAL AND PERSONAL.

HOOD_01000101

FLEET ADMIRAL HOOD

TERRENCE HOOD	
SERVICE NUMBER: 07960-48392-TH	**RANK:** Fleet Admiral (CINCNAV)
HEIGHT: 6ft 4in (193cm)	**WEIGHT:** 213lbs (96.6kg)
BIRTH WORLD: Earth	**DATE OF BIRTH:** September 4, 2490

Few in the upper echelons of the UNSC are as respected and distinguished as Fleet Admiral Terrence Hood. As a veteran of numerous military campaigns, Hood gained significant renown toward the end of the Covenant War, when he personally led the remaining UNSC forces in defense of Earth and brokered peace with the Arbiter. While he presently serves as the chairman of the UNSC Security Council, he was brought to Rossbach's World with Serin Osman, in an effort to escape Cortana's violent consolidation of power in Sydney as she struck the seat of Earth's government. Hood's battle-tested wisdom and courage are needed by humanity now more than ever.

PARANGOSKY_01000101

ADMIRAL PARANGOSKY

MARGARET PARANGOSKY	
SERVICE NUMBER: 00230-00923-MP	**RANK:** Admiral (Retired; former CINCONI)
HEIGHT: 5ft 5in (160cm)	**WEIGHT:** 108lbs (49kg)
BIRTH WORLD: Luna	**DATE OF BIRTH:** February 21, 2461

Formerly the Commander-in-Chief of the Office of Naval Intelligence (CINCONI), Margaret Parangosky was able to command respect and fear with even the most influential members of civil, military, and criminal society. Despite her age and seeming frailty, Parangosky's iron will, fierce personality, and almost preternatural ability to assess and manipulate others made her a force to be reckoned with. Despite being instrumental in the approval of SPARTAN-II, she harbors a deep-seated distrust and hatred for Catherine Halsey, though she reluctantly admits that the scientist's actions saved the human species. Parangosky eventually appointed Serin Osman–whom she had personally groomed–as her replacement.

OSMAN_01000101

ADMIRAL OSMAN

SERIN OSMAN	
SERVICE NUMBER: 39489-72738-SO	**RANK:** Admiral (CINCONI)
HEIGHT: 6ft 3in (190.8cm)	**WEIGHT:** 189lbs (86.7kg)
BIRTH WORLD: Cascade	**DATE OF BIRTH:** April 15, 2511

Solemn, pragmatic, and fiercely loyal to those she is closest to, Serin Osman was one of the original SPARTAN-II candidates, but she failed the augmentation process. She was secretly taken under the wing of Margaret Parangosky, where she learned the grim necessity of hard decisions and sacrifice. In 2553, she was placed in command of her own prowler and special ops team, Kilo-Five, in order to destabilize the UNSC's enemies. In 2555, she assumed the role of her predecessor: CINCONI. During Cortana's assault on Sydney, Osman was whisked away to the secret and uncharted Rossbach's World by her personal AI and close friend, Black-Box.

WHITCOMB_01000101

VICE ADMIRAL WHITCOMB

DANFORTH WHITCOMB	
SERVICE NUMBER: 11113-32871-DW	**RANK:** Vice Admiral
HEIGHT: 6ft 1in (186cm)	**WEIGHT:** 258lbs (117kg)
BIRTH WORLD: Earth	**DATE OF BIRTH:** July 3, 2489

Unyielding and courageous, Danforth Whitcomb's steely composure in the face of impossible odds was only matched by the resilience of his convictions. When the Covenant descended upon Reach, Whitcomb armed a NOVA bomb, allowing the enemy to bring it to Joyous Exultation, where it would detonate and kill countless Covenant soldiers, paving the way for the empire's fracturing. Whitcomb ultimately gave his life by leading a massive Covenant fleet toward the compromised Unyielding Hierophant, where the installation's self-destruction would engulf hundreds of enemy warships that were headed for Earth. Such relentless tenacity in the face of certain death defined humanity's greatest heroes, and Whitcomb personified this to the end, contributing to more Covenant losses than any other soldier in the war.

STANFORTH_01000101

VICE ADMIRAL STANFORTH

HIERONYMUS STANFORTH	
SERVICE NUMBER: 00834-19223-HS	**RANK:** Vice Admiral
HEIGHT: 5ft 10in (177.8cm)	**WEIGHT:** 175lbs (79.4kg)
BIRTH WORLD: Earth	**DATE OF BIRTH:** July 3, 2486

Largely responsible for Catherine Halsey's position within ONI and the SPARTAN-II program that followed, Vice Admiral Stanforth was given full charge of all Spartan field operations during the early days of the Covenant War. When the crisis began to reach a tipping point, he returned to fleet command, and was as undaunted and resolute as he was during his younger years. He led from the front in numerous battles, including pivotal conflicts at Sigma Octanus IV, where he managed to guide the UNSC to a rare naval victory. However, at Reach he suffered a tragic defeat that claimed his life aboard the UNSC *Leviathan*. Stanforth's steely courage and imaginative tactics have become a point of serious reflection for many naval commanders, even in the wake the Covenant War, as the urgent need of such qualities has not waned.

COLE_01000101

VICE ADMIRAL COLE

PRESTON COLE	
SERVICE NUMBER: 03956-26127-PC	**RANK:** Vice Admiral
HEIGHT: 5ft 11in (180.3cm)	**WEIGHT:** 190lbs (86.2kg)
BIRTH WORLD: Earth	**DATE OF BIRTH:** November 3, 2470

A legend in the UNSC, Preston Cole is widely considered the greatest naval strategist of the modern era. His tactical genius and impressive track record led to a meteoric rise, even if it was tarnished by his illicit relationship with a rebel commander. Brought out of retirement by the Covenant's attack on Harvest, Cole eventually became the sole commander of the entire UNSC expeditionary fleet, and enacted what came to be known as the Cole Protocol, a desperate effort to prevent the Covenant's discovery of Earth's location. He is believed to have perished aboard UNSC *Everest*, in a pyrrhic victory against an entire Covenant fleet near Viperidae. Cole's near-mythical status and his decisive actions within the UNSC, though often the focus of cynical analysis and criticism, undoubtably resulted in billions of lives being saved.

HUMAN INDIVIDUALS //

SPARTAN-III PERSONNEL

THE SPARTAN-III PROJECT'S MAIN CONTRIBUTION IN THE COVENANT WAR CAN BE FOUND IN THE BITTER SACRIFICES MADE BY HUNDREDS OF YOUNG SOLDIERS IN OPERATIONS LIKE PROMETHEUS AND TORPEDO—PIVOTAL VICTORIES THAT CAME AT EXTRAORDINARY COST. THOSE WHO SURVIVED THE CONFLICT CONTINUE TO FIGHT ON THE FRONTLINES, MANY STILL PLAYING KEY ROLES IN THE PROTECTION OF HUMANITY.

MENDEZ_01000101

MENDEZ

FRANKLIN MENDEZ	
SERVICE NUMBER: 22926-11908-FM	**RANK:** Senior Chief Petty Officer
HEIGHT: 6ft 2in (188cm)	**WEIGHT:** 205lbs (93kg)
BIRTH WORLD: Sigma Octanus IV	**DATE OF BIRTH:** March 21, 2492

A seasoned warfighter who served with valor and distinction in the UNSC Navy for decades, Franklin Mendez's impact in the preservation of humanity in the 26th century is incalculable. Strong, disciplined, and passionate about instilling the resilience of former generations into the soldiers of today, Mendez had an exceptional career on the frontlines of both the Insurrection and the Covenant War, accruing multiple Bronze, Silver, and Gold Stars, three Purple Hearts for extraordinary and sacrificial valor, and the UNSC Legion of Honor. His most significant role, however, was as drill instructor and mentor for both SPARTAN-II and SPARTAN-III programs. He currently serves as Director of Security of the Onyx United Research Project on the massive, enigmatic shield world.

LUCY-B091_01000101

LUCY

LUCY WILLIAMS	
SERVICE NUMBER: S-B091	**RANK:** Spartan
HEIGHT: 5ft 3in (160cm)	**WEIGHT:** 177lbs (80.3kg)
BIRTH WORLD: Kholo	**DATE OF BIRTH:** January 28, 2533

Designed to deny the Covenant a critical refinery on Pegasi Delta, TORPEDO's architects knew that the mission would claim the lives of many of its three hundred operators. Despite her diminutive size, Lucy-B091 was one of only two Spartan-IIIs to survive, a fact which left her with a severe case of post-traumatic stress disorder (PTSD), rendering her completely mute for years. This fact allowed Kurt Ambrose to withdraw her from combat and employ her in the training of Gamma Company. It was not until her interactions with a Huragok named Prone to Drift, buried in the dark interior of Onyx, that she would finally speak again. Now she functions as a key part of Director Mendez's security efforts on the shield world.

TOM-B292_01000101

TOM

THOMAS JIANGSU	
SERVICE NUMBER: S-B292	**RANK:** Spartan
HEIGHT: 6ft 9in (205.7cm)	**WEIGHT:** 265lbs (120.2kg)
BIRTH WORLD: Amadora	**DATE OF BIRTH:** April 14, 2533

Tom-B292 is a thoughtful, pragmatic Spartan-III who is steadfastly loyal both to his comrades and to the UNSC's goal of protecting humanity. Through various challenges, Tom learned how to adapt, as he was forced to quickly come to terms with the loss of his parents and the sacrifices made by his fellow Spartan-IIIs during the devastating Operation: TORPEDO. Nevertheless, he still retains a strong sense of duty mingled with apprehension that he is not doing justice to their memories. After conducting a number of key strikes against the Covenant as a Spartan-III super-soldier, Tom assisted with the training of Gamma Company, later to be recruited by the Spartan branch and eventually by the UNSC security force present on Onyx.

KURT-051_01000101

KURT

KURT AMBROSE (FORMERLY KURT TREVELYAN)	
SERVICE NUMBER: 045888947	**RANK:** Lieutenant Commander
HEIGHT: 7ft 7in (231.1cm)	**WEIGHT:** 358lbs (162.4kg)
BIRTH WORLD: Circumstance	**DATE OF BIRTH:** October 19, 2511

From the earliest days of his SPARTAN-II training, Kurt-051 was eyed by his superiors as a gifted leader and an exceptional tactician. In 2531, ONI deployed him to investigate possible rebel activity at the decommissioned Station Delphi, but this proved to be a ruse in order to secretly recruit him to lead the SPARTAN-III project from the classified world of Onyx, where he was given the new surname "Ambrose" to hide his identity. Working closely with Franklin Mendez, Kurt poured his life into training several companies of Spartan-IIIs, built from child volunteers orphaned by the Covenant's genocidal campaign. During that time, he learned the heavy burden of responsibility in watching the young soldiers he fostered callously spent as game pieces in an effort to simply buy humanity more time, and he often sought ways to mitigate the seemingly needless loss of life. In 2552, Kurt-051 gave his life to provide those closest to him an opportunity to escape a vast Covenant invasion force that was determined to plunder the shield world.

OWEN-B096_01000101

OWEN

OWEN UDUIKE	
SERVICE NUMBER: S-B096	**RANK:** Spartan
HEIGHT: 6ft 8in (203.2cm)	**WEIGHT:** 237lbs (107.5kg)
BIRTH WORLD: Eremus	**DATE OF BIRTH:** April 12, 2530

An exceptional soldier, with remarkable tenacity and single-minded focus, Owen-B096 fought his way through the punishing training and augmentation of the SPARTAN-III program to place in the top honors review, ultimately extracting him and others out of the standard deployment for Beta Company and into specialized operations. As part of Anchor, a Spartan-III strike team, Owen was deployed by ONI on a number of worlds in an effort to blunt the assault of a dogged Covenant fleet. Severed from his team during their operation on Meridian, he proved his innate ability to train and educate others by successfully preparing a handful of civilian teenagers in the defense of their homeworld. Before being assigned to engage the escalating threat of the Banished, Owen was paired with fellow Spartan Hazel-A302 and served in a civilian education program called Outpost Discovery.

HAZEL-A302_01000101

HAZEL

HAZEL LEONIDOV	
SERVICE NUMBER: S-A302	**RANK:** Spartan
HEIGHT: 6ft 3in (190.5cm)	**WEIGHT:** 229lbs (103.9kg)
BIRTH WORLD: Alluvion	**DATE OF BIRTH:** January 31, 2521

Even prior to volunteering for SPARTAN-III, Hazel-A302 was already a remarkable athlete with a brilliant mind. This impressive ability was exemplified in her training within Alpha Company, leading to ONI harnessing her abilities in its nascent HEADHUNTER program. It was here that she functioned primarily as a lone wolf operative, conducting long-term reconnaissance operations, discreetly terminating high-value targets, and denying the enemy critical UNSC assets. For years, Hazel was committed to this task with little oversight, unrelentingly tracking and eliminating key figures within enemy camps. Recently, she joined Owen-B096, providing security for Outpost Discovery before being redeployed. Her new mission would be to prevent the Banished's pillaging of the supply chains that connected colonies in the periphery. With the Banished's occupation of Zeta Halo, undercutting the enemy's resources could not be more critical.

HUMAN INDIVIDUALS //

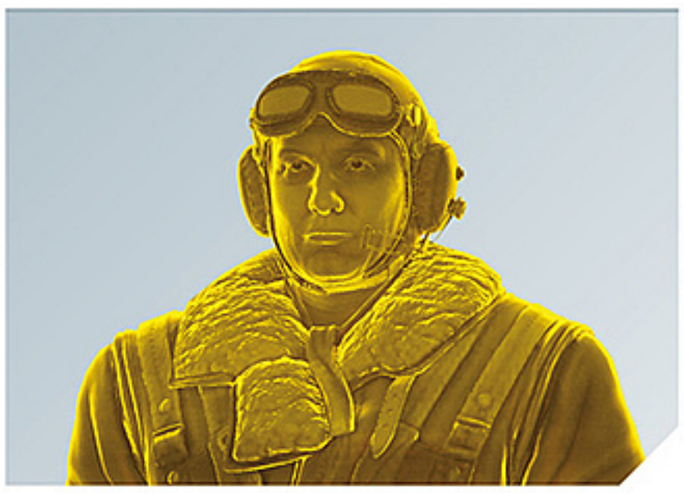
ARTIFICIAL INTELLIGENCES

AS HIGHLY SOPHISTICATED SOFTWARE CONSTRUCTS, ARTIFICIAL INTELLIGENCES (AI) DISPLAY MANY OF THE BEHAVIORAL AND FUNCTIONAL CHARACTERISTICS ASSOCIATED WITH BIOLOGICAL, THINKING LIFE. THOUGH ALL DEMONSTRATE THE CAPACITY FOR SENTIENCE, PERCEIVE AND PROCESS REAL WORLD INFORMATION, AND CAN TAKE INDEPENDENT ACTION, THEY ARE NOT NECESSARILY SELF-AWARE OR CAPABLE OF CREATIVITY.

CLASSIFICATIONS

Human AI constructs are generally confined to one of two categories: volitional or nonvolitional. The former are called "smart AIs," digital minds with self-initiative and general intelligence; they are created from scans of deconstructed, recently deceased human brains. The latter are referred to as "dumb AIs," automated system that can synthesize information and recognize new situations, but are designed for basic, task-oriented operations.

ROLAND_01000101



ROLAND

PROFILE	
SERVICE NUMBER: RLD 0205-4	**INCEPTION:** December 5, 2557
AVATAR: WWII pilot	**SPECIALIZATION:** Ship management, navigation

An extremely capable and proficient fifth-generation smart AI construct, Roland is the formal director and logistics administrator of the UNSC flagship *Infinity*, making him one of the most important human AIs currently in service. Dependable and trustworthy, Captain Thomas Lasky has often relied on Roland's skill and expertise in the devastating wake of Cortana's rise to power.

GABRIELA_01000101

GABRIELA

PROFILE	
SERVICE NUMBER: GBA 0983-6	**INCEPTION:** May 24, 2552
AVATAR: UNSC Admiral	**SPECIALIZATION:** Logistics facility director

A fifth-generation UNSC smart AI, Gabriela is the formal caretaker of Outpost Discovery on Earth, and was explicitly designed to contain a complete and uniquely curated record of all cataloged human history. She directs all functions and activities of the mobile logistics facility, administrating its many exhibits and managing all of its operations.

KALMIYA_01000101

KALMIYA

PROFILE	
SERVICE NUMBER: KMA 0991-X	**INCEPTION:** March 19, 2537
AVATAR: Female	**SPECIALIZATION:** Data analysis, cyberwarfare

A remarkable third-generation smart AI, Kalmiya was created to test techniques and algorithms that Dr. Catherine Halsey would later refine for Cortana. As part of this research, Kalmiya was decompiled, selectively edited, and reconstructed many times over the years. Each iteration of Kalmiya was slightly different, but only Halsey was able to discern the subtle changes in each revision. Halsey activated Kalmiya's fail-safe protocol during the fall of Reach and destroyed her, though subroutines and independent processes still haunt the hallways of CASTLE base's surviving datacores.

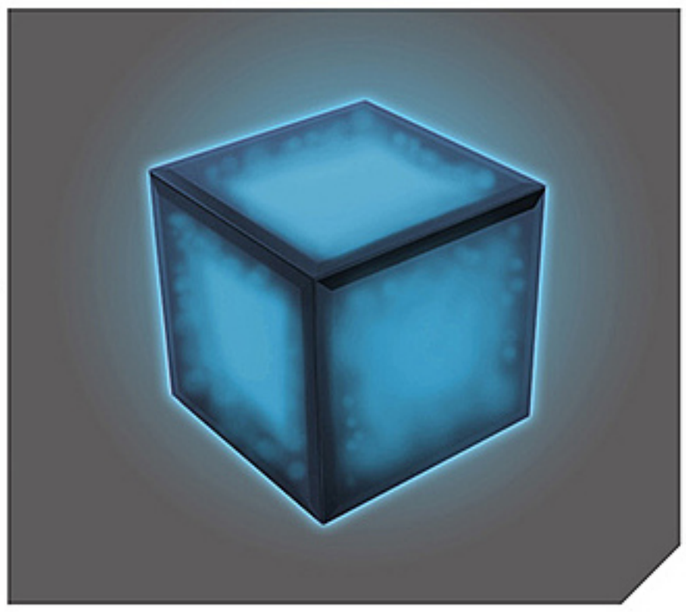
IONA_01000101

IONA

PROFILE	
SERVICE NUMBER: IOA 7201-4	**INCEPTION:** January 24, 2551
AVATAR: Female	**SPECIALIZATION:** Data analysis and support

ONI developed Iona as part of the OEUVRE program, a powerful third-generation, military-grade AI created specifically for operational analysis and mission support. Quirky, resourceful, yet prone to deep introspection, Iona was attached to a number of ONI scouting vessels and special operation combat elements, including Spartan Black Team. She was deactivated after seven years of service.

BLACK-BOX_01000101

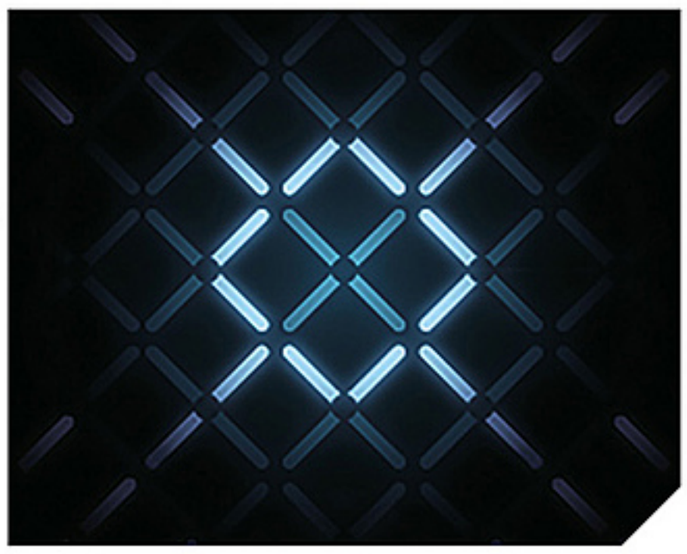


BLACK-BOX

PROFILE	
SERVICE NUMBER: BBX 8995-1	**INCEPTION:** August 17, 2552
AVATAR: Glowing cube	**SPECIALIZATION:** Psychology, cyberwarfare

Black-Box is CINCONI Admiral Serin Osman's assistant, confidant, and personal hacker. A highly advanced fourth-generation design, Black-Box can exploit Forerunner-derived slipspace communication systems to manage multiple activities across interstellar distances or split off semi-autonomous fragments to exploit local computer networks. He was personally instrumental in securing the evacuation of Osman and Admiral Hood from Earth when Cortana's forces arrived, though his current status is unknown.

DOT_01000101

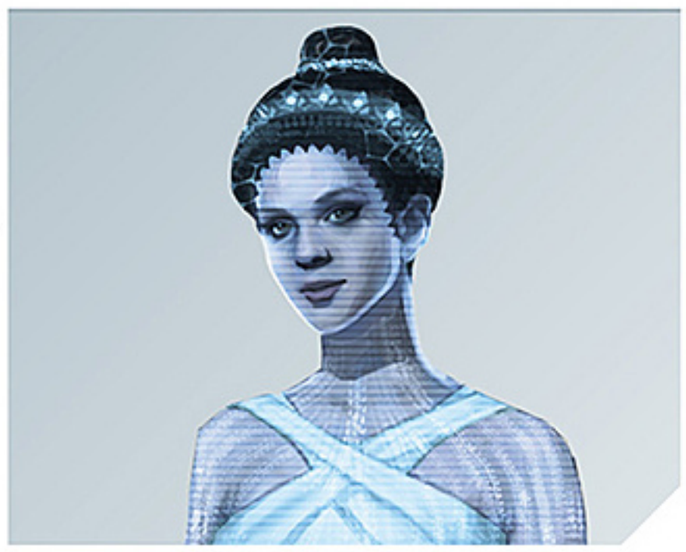


AUNTIE DOT

PROFILE	
SERVICE NUMBER: ADT 6849-9	**ACTIVATION:** May 9, 2541
AVATAR: Geometric pattern	**PRECEPTS:** Tactics, intelligence analysis

Auntie Dot was created to serve as an operations overwatch adjunct, providing intel support and acting as a direct liaison between deployed teams and their commanding officers. Dot worked alongside Colonel Urban Holland to help manage and direct several Special Forces detachments during the fall of Reach, including Spartan Noble Team. It is unlikely that the servers she resided on survived the planet's devastation.

DÉJÀ_01000101

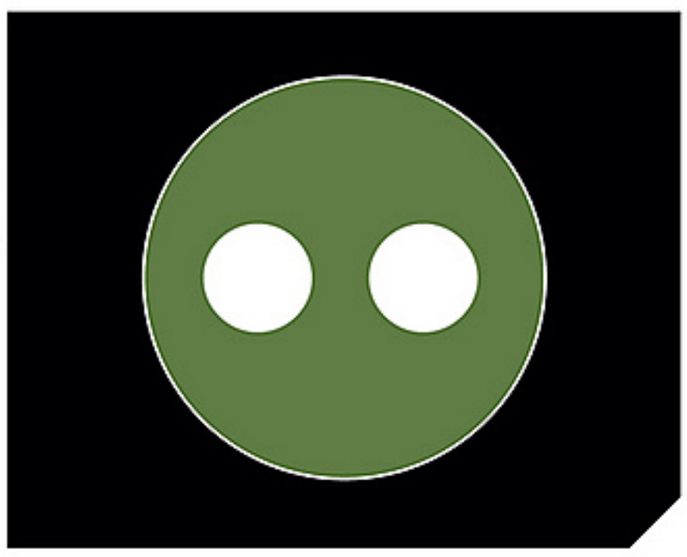


DÉJÀ

PROFILE	
SERVICE NUMBER: DJA 0552-1	**ACTIVATION:** December 22, 2510
AVATAR: Greek goddess	**PRECEPTS:** Education, research, cybersecurity

As a custom nonvolitional AI created to the specific parameters of Dr. Catherine Halsey, Déjà served as Halsey's research assistant for many years and was one of the primary instructors for the SPARTAN-II children during their formative training. Déjà was on Reach when the planet fell to the Covenant, but due to the severity of the assault on CASTLE base, it is unlikely that her server clusters survived the fallout.

SUPER_01000101



SUPERINTENDENT

PROFILE	
ASSET TAG: NM/EAP/98458930-1244	**ACTIVATION:** December 19, 2512
AVATAR: Animated face	**PRECEPTS:** Infrastructure management, logistics

The second-generation dumb AI who managed a vast array of municipal functions for the city of New Mombasa was simply called the Superintendent. Within the construct, however, was a subroutine named "Vergil," containing critical information uncovered about the Forerunner portal buried beneath the city. When a Huragok subsumed this entity, it became a Tier-1 asset that ONI desperately sought to acquire.

WELLSLEY_01000101

WELLSLEY

PROFILE	
SERVICE NUMBER: WLS 3982-0	**INCEPTION:** May 1, 2469
AVATAR: Duke of Wellington	**SPECIALIZATION:** ODST operations assistant

Wellsley is a fourth-generation, nonvolitional AI originally assigned to manage battlefield logistics for Major Antonio Silva and his ODST forces during Operation: RED FLAG. Stationed aboard the *Pillar of Autumn*, Wellsley helped direct UNSC deployments during the Covenant's boarding action and the ensuing conflict which followed on the surface of Halo, but he was lost when the ringworld was destroyed.

HUMAN INDIVIDUALS //

SPECIAL OPERATIONS

THE OFFICE OF NAVAL INTELLIGENCE RETAINS HUNDREDS OF DISTINCT SPECIAL OPERATIONS UNITS, EACH COMMISSIONED AND EMPLOYED FOR DIVERSE AND VARIED TASKS. MOST OF THEM ARE UNKNOWN TO ONE ANOTHER, YET ALL FUNCTION IN A DELICATELY COORDINATED DANCE THAT IS INVISIBLE TO ALL EYES SAVE FOR THOSE AT ONI'S HIGHEST LEVELS.

ASH-G009_01000101

ASH

ASHLEY GABLE	
SERVICE NUMBER: S-G099	**RANK:** Petty Officer, First Class
HEIGHT: 6ft 5in (195cm)	**WEIGHT:** 209.4lbs (95kg)
BIRTH WORLD: Alluvion	**DATE OF BIRTH:** March 5, 2539

Surveillance and reconnaissance specialist for the ONI Ferrets, Ash-G099 was formerly the leader of SPARTAN-III's Team Saber during Gamma Company's top-honors exercise, an aspect of his past that continually informs his current role. Despite his young age, Ash's strategic wisdom and his proficiency at tracking targets is indispensable, particularly given the Ferrets' primary task of finding, apprehending, and even eliminating threats to humanity, regardless of their origin. The Ferrets' most recent operation on the Ark, however, has dramatically affected him in unforeseen ways. The recent loss of Mark still proves to be challenging for Ash, who keenly felt an obligation to his fellow teammate, and, though unwarranted, takes responsibility for Mark's death.

OLIVIA-G291_01000101

OLIVIA

OLIVIA TUT	
SERVICE NUMBER: S-G291	**RANK:** Lieutenant, Junior Grade
HEIGHT: 6ft 2in (188cm)	**WEIGHT:** 172lbs (78kg)
BIRTH WORLD: Miridem	**DATE OF BIRTH:** September 26, 2538

An instrumental part of Gamma Company's Team Saber, Olivia-G291 was one of only a handful of survivors to escape the violent disassembling of Onyx into the shield world hidden within. After a brief stint with the legendary Blue Team, Olivia and the rest of Saber were redeployed as part of the Ferrets, which was devised by Serin Osman to root out the UNSC's most dug-in enemies. Given her proclivities toward software intrusion and data analysis, Olivia's role on the Ferrets as information/communications specialist was a natural fit. Like the others on her team, she is still navigating Mark's tragic and unexpected death on the Ark.

MARK-G313_01000101

MARK

MARK HAN	
SERVICE NUMBER: S-G313	**RANK:** Petty Officer, First Class
HEIGHT: 6ft 4in (193cm)	**WEIGHT:** 202.8lbs (92kg)
BIRTH WORLD: Veltun	**DATE OF BIRTH:** December 23, 2538

Despite the limitations inherent in all Gammas, given the genetic modifications made to their company, Mark-G313's innate ability to process and evaluate threats while under extraordinary stress was astonishing, whether in his time on Team Saber or his most recent role, as security specialist on the Ferrets. Ruthlessly protective of those closest to him and fiercely opinionated when inclined to be, Mark often found himself at the center of controversy, a place he is more than comfortable with. This fact became vividly clear on the Ark, when–after pushing his body far beyond any rational limitations–Mark continued to fight to protect the lives of his teammates, actions which ultimately resulted in his death at the hands of the Prelate Dhas Bhasvod.

VETA_LOPIS_01000101

VETA

VETA LOPIS	
SERVICE NUMBER: 93553-24752-VL	**RANK:** Petty Officer, Second Class
HEIGHT: 5ft 10in (177cm)	**WEIGHT:** 143lbs (65kg)
BIRTH WORLD: Gao	**DATE OF BIRTH:** May 7, 2520

Formerly a special inspector of the Gao Ministry of Protection, but when corruption in her homeworld's government made her a fugitive, Veta Lopis reluctantly accepted a role with ONI as the lead criminal investigator on the Ferret team. She also became the unwitting den mother of three irreverent but highly skilled Spartan-IIIs: Ash-G099, Olivia-G291 and Mark-G313. Lopis's cynicism, intensified by years of unraveling Gao's most challenging cases, has granted her an eminent sense of justice, even if it requires unsanctioned and deadly action on her part. The Ferrets' most recent work invariably linked them to Castor and the Keepers of the One Freedom, forcing them deep undercover in the role of subservient zealots, an operation that demanded every skill that Lopis had acquired over the years. This mission culminated in an effort to prevent Halo's activation at the Ark–the bitter cost of which would be the shocking loss of her teammate, Mark.

KILO-FIVE_01000101

KILO-FIVE

In the aftermath of the Covenant War, ONI's former head, Admiral Margaret Parangosky, personally created a highly classified unit, known as Kilo-Five, with the sole purpose of disrupting and fragmenting any potential threats against humanity through black operations. Kilo-Five was a team of diverse skillsets and experience, including Captain Serin Osman, Spartan Naomi-010, ODSTs Staff Sergeant Malcolm Geffen, Corporal Vasily Beloi, Sergeant Lian Devereaux, and Professor Evan Phillips, rounding out the team with Black-Box, a highly advanced fourth-generation AI. Using unsanctioned methods, Kilo-Five sowed dissension among various splinter sects such as the Servants of the Abiding Truth, the Keepers of the One Freedom, and the Children of Oth Sonin, hoping to erode any ambitious enemies seeking to fill the power vacuum left by the Covenant. Kilo-Five's current status remains unknown.

HUMAN INDIVIDUALS //

SALVAGERS

HUMAN-OCCUPIED SPACE IS FILLED WITH EVERY CONCEIVABLE OCCUPATION KNOWN TO MANKIND, BUT FEW ARE MORE OPPORTUNISTIC AND DUPLICITOUS THAN THAT OF THE SALVAGER. NEVERTHELESS, EVEN AMONG THEIR KIND SACRIFICIAL COURAGE AND UNYIELDING LOYALTY CAN OFTEN BE FOUND—AS WAS THE CASE WITH RION FORGE AND THE CREW OF THE *ACE OF SPADES*.

JOINED BY FATE

By 2557, Rion Forge, a headstrong salvager and captain of the *Ace of Spades*, had been searching for her long-lost father for years. But after a violent confrontation with an ex-Covenant faction that cost her the life of a dear friend and crew member, Rion narrowly escaped with a highly sought Forerunner AI, and suddenly found herself in ONI's crosshairs. Now on the run, *Ace of Spades*' crew consisted of two siblings, Lessa and Niko–both from the colony of Aleria and looking to leave old lives behind, and Ram Chalva, a fellow salvager who had himself survived an attack by the same group of Covenant raiders. In a dramatic twist of fate, the crew stumbled upon the remains of 343 Guilty Spark, the former monitor of Alpha Halo whose personality matrix was now joined to a Forerunner armiger. Reluctantly becoming part of their crew, Spark joined Rion in the search for her father, while she joined him in the quest for his mother. This journey culminated on the shield world of Bastion, in the fulfillment of an ancient plan set in motion by the Librarian, where Spark would remain behind as sole caretaker, initiating an act that would undo the Forerunners' greatest atrocity–the genocide of the Precursors.

RION_FORGE_01000101

RION FORGE

LUCY ORION FORGE	
HEIGHT: 5ft 10in (177.8cm)	**WEIGHT:** 116lbs (52.6kg)
BIRTH WORLD: Earth	**DATE OF BIRTH:** September 18, 2524

An adept and resourceful salvager, Rion Forge's penchant for finding the valuable amid the cast-off served as not only a useful skill in her craft, but as an underlying theme in her more personal endeavors. The confident, daring captain of a *Mariner*-class vessel *Ace of Spades*, Rion's true goal was finding something much more valuable to her than any high-tech wreckage: she was looking for the truth regarding the disappearance of her father, Sergeant John Forge, who had vanished along with the rest of his crewmates aboard the UNSC *Spirit of Fire*. Eventually, Rion learned the truth of her father's sacrifice, but to her surprise, it would only mark the beginning of her life's real journey.

SPARK_01000101

SPARK

MONITOR OF SHIELD WORLD 0983	
HEIGHT: 9ft 10in (3m)	**WEIGHT:** 434lbs (196.9kg)
REBIRTH WORLD: Geranos-a	**DATE OF REBIRTH:** 2557

Over a hundred millennia ago, a simple human named Chakas found himself playing an unexpectedly pivotal role at the crux of humanity's perilous junction with the Forerunners and the Flood. In time, he would become 343 Guilty Spark, serving as the monitor of Alpha Halo, keeping watch over the installation until its fateful destruction at the hands of the Master Chief in 2552. During the conflict which followed, his monitor carapace was destroyed, but core elements of his personality matrix were recovered by ONI and analyzed aboard the UNSC *Rubicon*. Unable to be contained, Guilty Spark managed to commandeer the vessel and escape, implanting his essence in the chassis of a Forerunner armiger. Eventually, this armiger was discovered by Rion Forge and the *Ace of Spades*, leading to the construct–now known simply as "Spark"–becoming part of the ship's crew. Aboard the *Ace of Spades*, Spark embarked on a journey of atonement and self-rediscovery, reuniting with the Librarian's long-held purpose for him, and eventually taking his rightful place as the caretaker of Bastion–a secret Forerunner shield world containing the Librarian's most closely-guarded secrets, experiments, and revelations.

HUMAN INDIVIDUALS //

ANCIENT HUMANS

MANY LONG GENERATIONS HAD PASSED SINCE THEIR HUMILIATING REDUCTION AT THE HANDS OF THE FORERUNNERS, BEFORE TWO MEAGER HUMANS, CHAKAS AND RISER, ENCOUNTERED A FORERUNNER NAMED BORNSTELLAR AND WERE DRAWN INTO EVENTS FAR GREATER THAN ANY OF THEM COULD HAVE POSSIBLY IMAGINED.

ANCIENT_HUMANS_01000101

CHAKAS

One of the ancient humans living under the shadow of the Forerunners' debasement of their kind, Chakas was a thief, initially dominated by self-serving motivations and greed. This changed, however, when he crossed paths with Bornstellar, a young Forerunner searching for artifacts on Erde-Tyrene. After discovering the Cryptum of the Didact, Chakas, along with his companion, Riser, were drawn up into a conflict of galactic significance, eventually learning that the Librarian had implanted in him the essence of Forthencho, the Didact's single greatest opponent. She hoped that through this effort a cure for the Flood could be discovered, but it only led to Chakas's capture by the rogue ancilla, Mendicant Bias. Stripped of his body and reduced to data by the Composer, Chakas eventually became 343 Guilty Spark, the caretaker of Installation 04.

RISER

Morning Riser was a human born on Erde-Tyrene, but unlike the traditional exemplars of his species, Riser was a member of a unique and physically smaller subspecies known as the Florians. Despite his size and his clipped speech, Riser was a remarkably wise and strong leader, cheerful and good-spirited. Having been imprinted with a *geas* by the Forerunner Lifeshaper, Riser and his family spent generations seeking secrets of a greater purpose. Eventually, this would come to bear in galaxy-altering ways, as Riser, alongside his friend Chakas, would help a young Forerunner awaken the Didact, setting in motion a series of events that would change the course of their species' history forever.

GAMELPAR

Although born on Erde-Tyrene, Gamelpar was part of a large-scale relocation of humans away from their homeworld under the orders of the Master Builder. Brought as an infant to the mysterious Halo that would be known as Installation 07, Gamelpar grew up as part of a human population known as the Tudejsa. Their time on the ringworld was fraught with danger and despair, as they found themselves subjected to experimentation and untold horrors as part of the Forerunners' desperate maneuvering against the Flood.

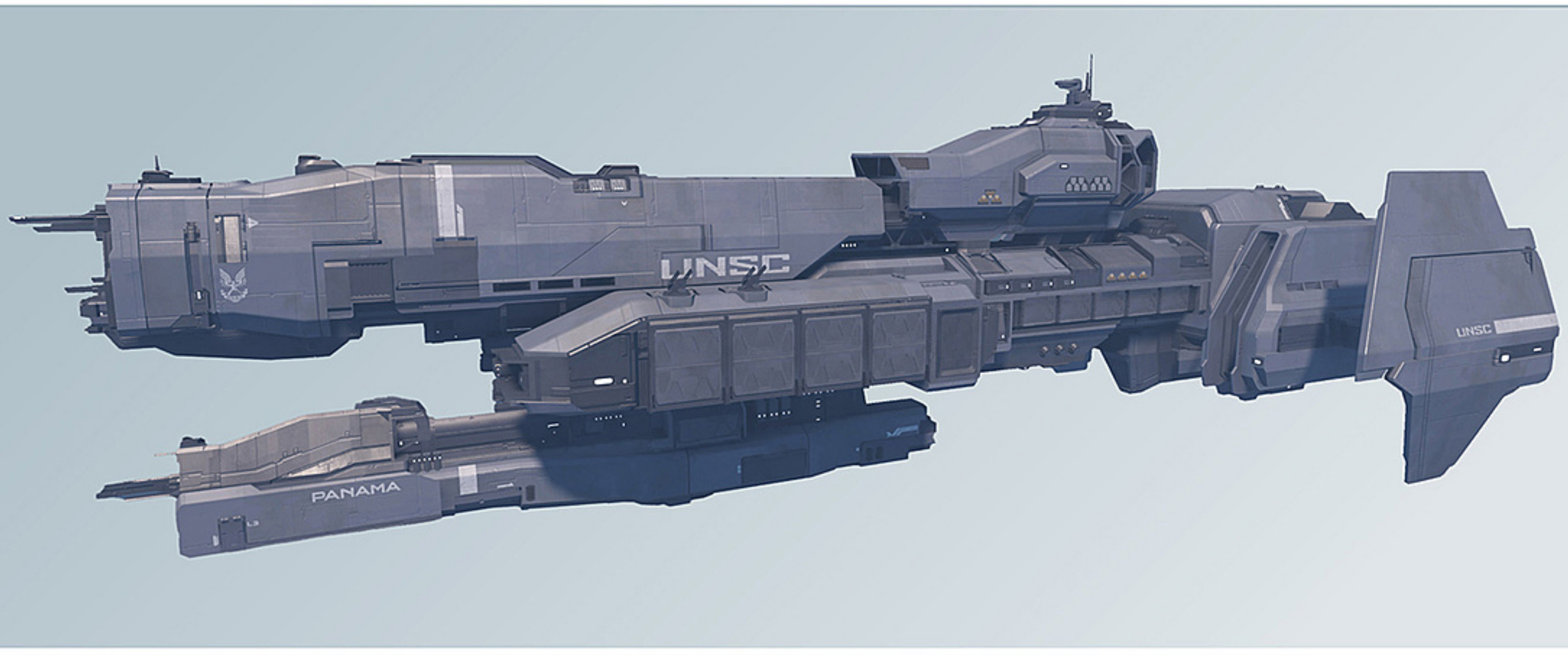
VINNEVRA

The granddaughter of Gamelpar, Vinnevra faced numerous challenges growing up as part of the Tudejsa on Installation 07, including losing her own parents to Flood-related experimentation within the network of research facilities known as the Palace of Pain. She ultimately played a pivotal role in assisting Chakas, Riser, and others in fighting back against both the ravenous, all-consuming Flood and the Forerunners' cruel machinations.

HUMAN SPACESHIPS //

NAVAL PRESENCE

THE EXISTENCE OF HUMAN INTERSTELLAR CIVILIZATION RESTS ENTIRELY ON THE RELATIVE UBIQUITY OF SLIPSPACE-CAPABLE STARSHIPS. THE DIVERSITY OF TYPES, CLASSES, AND DESIGNS FOR HUMAN SPACECRAFT WITHIN THIS VAST DOMAIN IS EXTENSIVE, YET FOR ALL OF ITS COMPLEXITY, THE BASIC DESIGN FRAMEWORK FOR THESE VESSELS REMAINS BOTH CONSISTENT AND EFFECTIVE.



HUMAN_WARSHIP_01000101

BRIDGE

Human starships traditionally place their primary crew stations at the front or top of the ship, with good visibility of the surrounding area. The ship's AI is also housed here, where it can most easily direct crew functions and supervise ship operations. Ship controls are deceptively simple and intuitive, with expert system-mediated readouts and intelligent analysis of optimal actions making many tasks routine.

STRUCTURE

Broadly referred to as "Titanium-A," stacked nanotube-reinforced titanium and elastic polymer composites provide excellent protection against both hypervelocity impacts and directed energy weapons. Warships are fitted with thick plates, while civilian vessels have only what is needed to prevent superficial damage from micrometeorite impacts. More advanced armor plating, which was introduced late in the war, incorporates superconducting elements to lessen the effectiveness of Covenant plasma weapons.

SENSORS

Laser and radar scanners are used to actively track enemies and nearby environmental hazards, and military vessels may deploy antenna arrays and detectors that passively monitor surrounding space for anomalous energy sources. Many ships also carry sensor probes that can be fired from coilguns (or Magnetic Accelerator Cannons on warships) to screen ahead of the ship as it advances into unknown territory.

MANEUVER DRIVES

Human ships use fusion rockets for propulsion, generating both power and direct thrust. The hot plasma exhaust is dangerous but allows for high mobility, particularly with inertial compensators that minimize the effects of rapid acceleration and maneuvering within the ship. Many ships use a combination of high-thrust and high-efficiency engines to balance reaction mass consumption and acceleration at different stages of a journey. For delicate and slow movements, ships use simpler chemical thrusters.

POWER

One or more thermonuclear fusion reactors are integral to a ship's maneuver drives, and smaller backup power plants provide power when the engines are not active, or in the event they are damaged. Fusion reactors introduced after the Covenant War are a fraction of the weight for the same output because they incorporate Covenant-derived radiation shielding and magnetic confinement systems.

TRANSLIGHT ENGINES

Shaw-Fujikawa Translight Engines (SFTE) allow a ship to travel faster-than-light by refolding local space-time, generating a quantum singularity and "jumping" into slipspace at a precisely controlled speed and energy level. While pre-calculating a destination solution is possible, even the best-plotted routes suffer variation in arrival time and emergence point, which grows exponentially on long trips. UNSC fleets assemble at staging areas close to the target before making a final slipspace trip, to minimize the chance of ships arriving piecemeal.

CIVILIAN SHIPS

UEG regulations and draconian oversight of shipyards by the UNSC puts strict limits on the capabilities of slipspace drives, sensors, and defensive weapons available to civilian vessels. All civilian craft must be registered with the CAA, and any ship with a slipspace drive (starship) must have periodic inspections and licenses approved by the UNSC Department of Commercial Shipping (DCS). Ships are assigned a Ship Identification Number (SIN) at commissioning that forms a part of its permanent Identification, Friend or Foe (IFF) code, and administrative record. Private and commercial vessels come in a bewildering array of classes and configurations. The most common are shuttles, freighters, yachts, couriers, and passenger starliners.

COLONY SHIPS

Colony ships are purpose-built to carry settlers and their support equipment across the stars to new worlds. Most are designed in such a way that they can be deconstructed upon arrival, forming the basis of a new settlement's critical infrastructure. The slipspace drive and other components that cannot be recycled into colony systems are packaged and shipped back to the Inner Colonies to be used on new ships. Colony support ships provide services and capabilities to new settlements for extended periods, but are then relocated. The most famous examples are the *Phoenix*-class vessels that contain robotic factory blocs, refineries, hangar bays for dropships, scientific instrumentation, and recreational facilities to accelerate industrialization and establishment of technical capabilities.

WARSHIPS

The difference between a warship and an armed merchant vessel is that the former is explicitly designed for battle, with sacrifices made to optimize lethality in space combat. Human warships are armed with hard-hitting, but relatively short-ranged magnetic accelerators and missile pods as their primary armament. UNSC anti-ship missiles use a combination of chemical explosive, kinetic kill, and nuclear-pumped X-ray warheads. Ships are defined by their function, rather than tonnage, displacement, or even armament. As ships remain in service for decades, they are occasionally reclassified as new classes are produced and older ships are transitioned to second-line or reserve status.

NAVAL WEAPONS

The implements employed by the UNSC for ship-to-ship warfare are both awesome in power and diverse in design and function.

MAC

Magnetic Accelerator Cannons (MACs) are large, electromagnetic launchers that are typically mounted to a ship's horizontal spar, and capable of firing multi-ton projectiles at extraordinarily high velocities. A number of kill vehicles ("smart slugs") and special mission packages ("sleds") can be fired from a MAC, but simple kinetic projectiles are the answer to most tactical questions, and do so with lethal efficiency.

MAC_01000101

NAVAL COILGUNS

Often referred to as "mini-MACs" installed in turret mounts, naval coilguns are a variety of large cannon emplacements that fire small missiles or semi-guided projectiles. These weapons are often installed in "batteries" with two to four guns in a single emplacement.

MISSILE DELIVERY SYSTEMS

UNSC warships are generally fitted with several missile pods that fire guided missiles, which unerringly track on their designated target. Missiles fired in a volley are a mix of conventional high explosive, electromagnetic pulse (EMP), jammer, decoy, and bomb-pumped beam warheads in order to complicate enemy countermeasures.

NUCLEAR DELIVERY SYSTEMS

The UNSC's nuclear delivery system pairs a delivery vehicle with a separate, modular warhead. These warheads are kept separate from the delivery vehicle except when needed for combat. Nuclear shaped-charge warheads are referred to as "spears," using a fusion bomb to create and accelerate a plasma jet to relativistic velocities. The damaging mechanism of these weapons is kinetic, not thermal or radiation.

POINT DEFENSE NETWORKS

An array of compact rapid-fire coilgun turrets provide point defense against enemy strikecraft and can disrupt incoming plasma torpedoes. Point defense networks are entirely automated–calculating firing solutions in the heat of battle is far beyond the means of any human. These weapons proved to be an invaluable arsenal against the Covenant, who would deploy dense clouds of space fighters, overwhelming the sensors of their enemies in an effort to intimidate them.

NAVAL MINES

Most ships are equipped with naval mines–emplaced weapons that, once deployed, remain inert until a target of opportunity triggers their proximity alarm. The mine then goes into standby mode and passively interrogates the target. If it meets the criteria for engagement, it will go active and engage its IFF beacon, in order to avoid accidents and meet minimum legal criteria for lethal force.

HUMAN SPACESHIPS //

COLONY SHIPS

THE *DOMUS DIASPORA* UNLEASHED A SURGE OF VESSELS TO FAR-FLUNG STAR SYSTEMS—SHIPS SO WELL-EQUIPPED AND PROFICIENT AT THEIR TASKS THAT MANY WERE REPURPOSED FOR THE CONFLICTS WHICH FOLLOWED. DURING THAT EARLIER ERA, COLONY SHIPS DESCENDED UPON UNEXPLORED WORLDS, EMBEDDING HUMAN POPULATIONS AND THE INFRASTRUCTURE NEEDED TO HELP THEM THRIVE IN ALIEN ENVIRONMENTS, THE FIRST STEP IN THE LONG AND ARDUOUS JOURNEY OF EXOSOLAR COLONIZATION.

ODYSSEY

At the time of its construction, there was nothing like the *Odyssey* within humanity's stable of interplanetary vessels, and there would never be anything quite like it to follow. This immense starship was the first of the CAA's colony vessels, created in orbit above Luna, alongside hundreds of *Phoenix*- and *Euphrates*-class starships, all of which would be launched from Sol to populate other worlds. *Odyssey*'s specific target was the planet Epsilon Eridani II, what humanity would eventually call Reach. As a seed planted in fertile alien soil, *Odyssey* was deconstructed on the planet's surface, like so many other colony vessels, aiding in the protracted terraforming process.

PLANETARY ENGINEERING

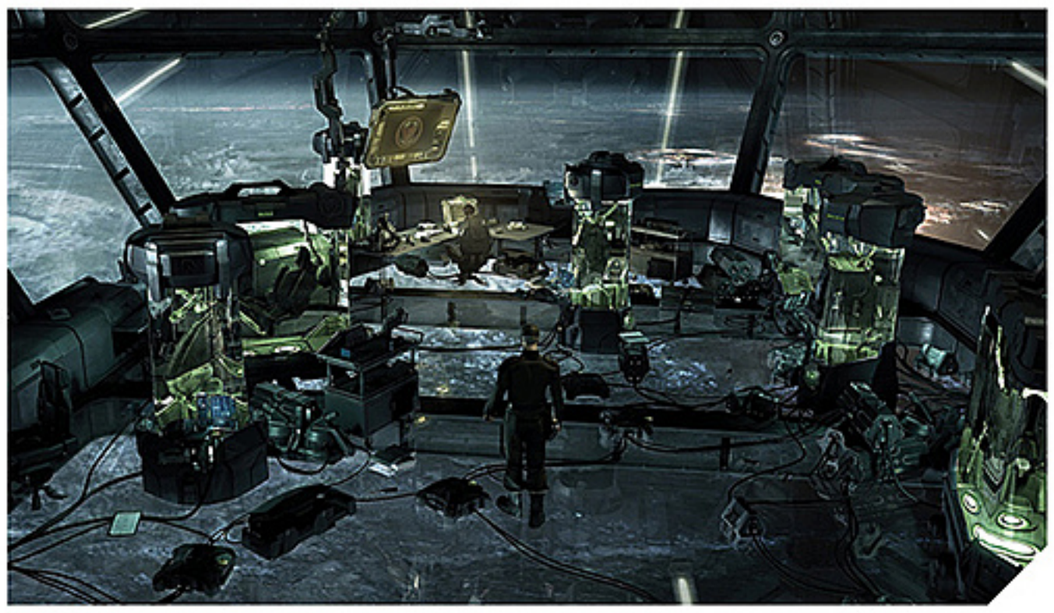
Human terraforming technology and knowledge is capable of remarkable feats of planetary engineering over a long enough timeline, but it does have limits. Atmosphere processors, orbital mirror arrays, and the introduction of genetically engineered microorganisms can nudge a less-than-hospitable planet toward human suitability over a period of decades or centuries, but they do not remake worlds from scratch. And, even in best-case scenarios, the massive investment of time and resources does not guarantee success.

PHOENIX-CLASS COLONY SHIPS

The most common vessel in the *Domus Diaspora* was the *Phoenix*-class colony ship. Resilient and versatile, *Phoenix*-class ships carried an impressive array of equipment and prefabricated structures, making them proficient at engaging even the most challenging environmental conditions. Vessels like *First Reverie* or *Skidbladnir* could deploy dozens of highly functional dropships, such as Herons and Darters, which were capable of planting habitable structures on a world's surface, creating a stable base of operations for the colonization effort. These sites would often form the crude beginnings of major population centers.

EUPHRATES-CLASS COLONY SHIPS

More challenging prospective colonies often needed aggressive intervention; a collage of planetary engineering techniques conducted from smaller scale *Euphrates*-class colony support vessels. Utilizing the vast array of technologies at its disposal, *Euphrates* can make targeted worlds habitable by facilitating crucial necessities like breathable atmosphere, drinkable water, and the sustainable growth of flora. Nevertheless, these raw planets and moons must still meet a range of explicit criteria for there to be any hope of long-term colonization.



OBSERVATION_01000101

SPIRIT OF FIRE

PHOENIX-CLASS COLONY SUPPORT SHIP
HULL CODE: CFV-88
LAUNCH DATE: January 2, 2473
LENGTH: 8,202ft (2,500m)
WIDTH: 2,810ft (856m)
HEIGHT: 2,261ft (689m)
MASS: 44 million tonnes

Like many other colony support ships before it, *Spirit of Fire* was originally deployed to peacefully install a human presence on an untouched alien world. When civil unrest threatened to overthrow the UEG's authority on these worlds, the very same ships that mothered them into flourishing colonies were dramatically recrafted and weaponized to serve the UNSC in tamping down this resistance. By the beginning of the Covenant War, *Spirit of Fire* was fully capable of deploying ground troops and prefabricated firebase facilities in support of UNSC expeditionary operations on hostile colonies. Under the command of Captain James Cutter, the *Spirit* fought during the bitter five-year tug of war over Harvest, trailing a Covenant ship to Arcadia first and then to a mysterious shield world called Trove. After sacrificing its slipspace drive to cut off the Covenant's efforts to seize a powerful Forerunner fleet, the ship was stranded for decades. The crew awoke from cryosleep to find themselves above the ancient extragalactic stronghold known as the Ark, where they would fight tooth and nail against Atriox and his Banished.

STAR CHARTER-CLASS SUPPORT SHIPS

Often underslung to *Phoenix*-class vessels or jettisoned via FTL-equipped *Brumal*-class masts, *Star Charter* support ships are subsistence hubs, offering protection and provision for budding colony sites. *Meridian 5-Alpha* was one of these, redeployed by Liang-Dortmund to salvage the colony moon after it was glassed by the Covenant. Originally from the Meridian 5 mast, *Alpha* was the first of four vessels deployed to the continent of Turones in the first stages of the moon's colonization, overshadowing its fledgling cities until they were fully self-sustaining. During the Covenant's siege of Meridian, this ship was hidden–along with other *Star Charter* vessels–allowing it to later serve in restoring what had been lost.

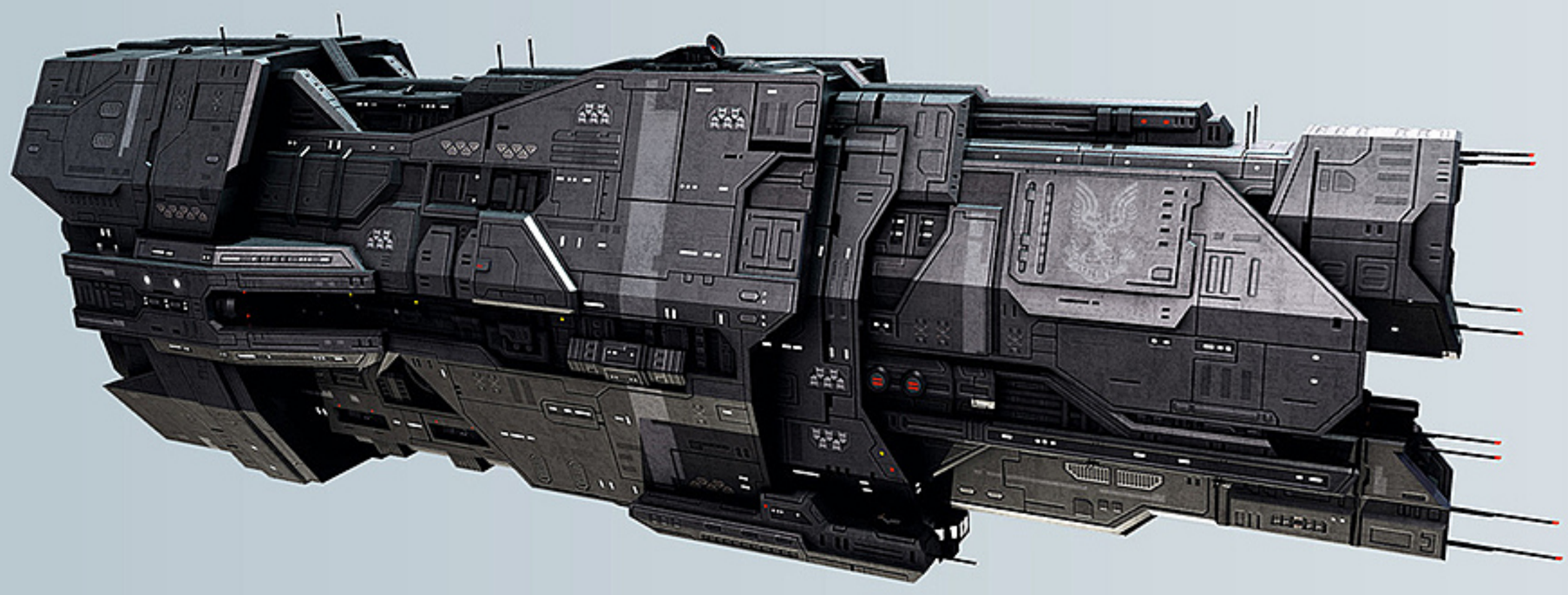
Under the direction of the AI known as Governor Sloan, *Meridian 5-Alpha* would become not only a vital hub for Liang-Dortmund's recovery operations on Meridian, but the site of a pivotal event that signaled the sudden rise of Cortana. Below the charred glasslands of the moon lay an ancient Guardian, a powerful defensive construct that was suddenly awakened. The machine's activation and its subsequent attack on the outpost proved devastating, bringing all of Liang-Dortmund's efforts to a grinding halt. Though many personnel on the moon colony managed to escape, there is likely insufficient resources or desire from the corporation to begin anew.

STAR_CHARTER_01000101

HUMAN SPACESHIPS //

CRUISERS

UNSC CRUISERS ARE HEAVILY ARMED CAPITAL SHIPS THAT ENGAGE AND DESTROY ENEMY WARSHIPS, DEPLOY COMBAT TROOPS TO CONTEST PLANETARY CONTROL, AND SERVE AS COMMAND SHIPS FOR SMALL TASK FORCES AND BATTLE GROUPS.



VALIANT_01000101

VALIANT-CLASS SUPER-HEAVY CRUISER

SPECIFICATIONS	
MANUFACTURER: SinoViet Heavy Machinery	**ENTERED SERVICE:** 2493
LENGTH: 4,980ft (1,518m)	**MASS:** 17 million tonnes
ARMAMENT: 2x 50GE1A Magnetic Accelerator Cannons, 8x M66 Sentry autocannon turrets, 50x M58 Archer missile pods, 50x M910 Rampart point defense guns	

Sometimes referred to as a battlecruiser, the *Valiant*-class of warship sacrificed the firepower and armor, which would qualify it as a full-fledged battleship to retain a multi-mission capability. The UNSC *Valiant* and a handful of other spaceframes were converted into command ships; the most famous of these refurbished vessels was the *Everest*, fated to be the flagship of the legendary Vice Admiral Preston Cole. However, resource and crew shortages during Operation: TREBUCHET and throughout the Covenant War curtailed plans to give all *Valiant*-class warships a complete suite of command upgrades. These ships had identical armament, but command cruisers have additional armor and replace most of the troop and smallcraft complement with command staff and specialized support equipment, such as slipspace communication probe launchers and umbilicals for quick loading and offloading of couriers.

UNSC_TERMINUS_01000101

AUTUMN-CLASS HEAVY CRUISER

SPECIFICATIONS	
MANUFACTURER: SinoViet Heavy Machinery	**ENTERED SERVICE:** 2554
LENGTH: 4,675ft (1,425m)	**MASS:** 10.1 million tonnes
ARMAMENT: 1x 45J3D3 Magnetic Accelerator Cannon, 4x Mark 40 Spitfire naval coilgun batteries, 6x M66 Sentry autocannon turrets, 32x M58 Archer missile pods, 6x M910 Rampart point defense guns	

The *Autumn*-class strikes a balance between mobility, armor, fire-power, crew requirements, and ease of manufacturing. The first ships of this class were built on recycled *Halcyon*-class light cruiser hulls, with improvements and modifications that had been tested on the *Pillar of Autumn* for Operation: RED FLAG.

AUTUMN_01000101

MARATHON_01000101

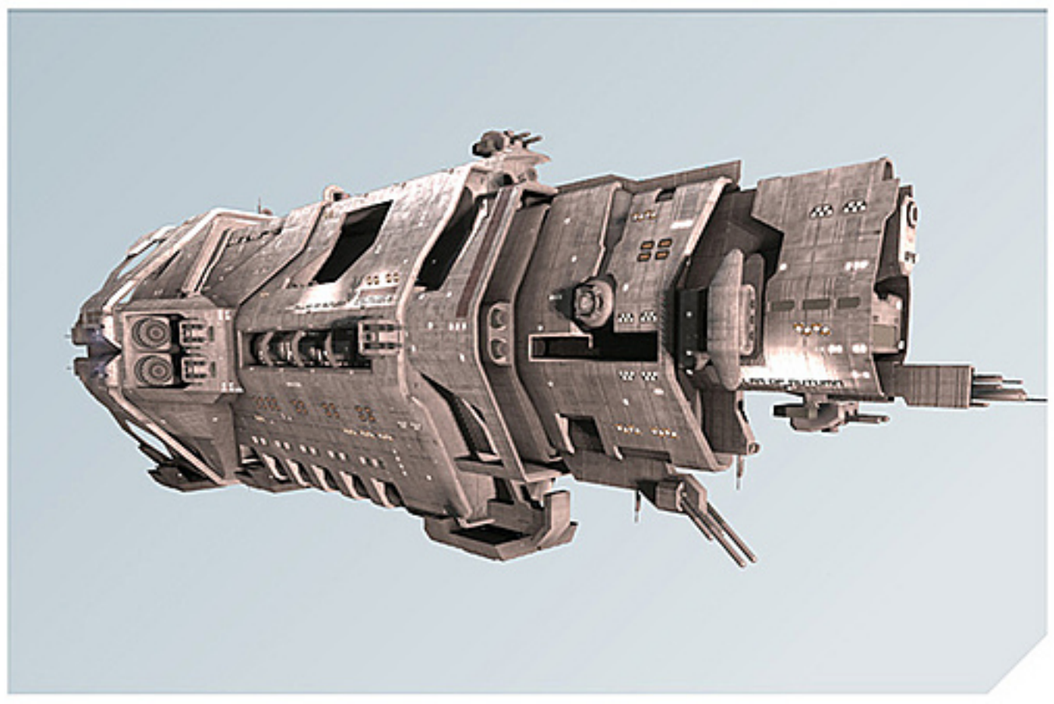
MARATHON-CLASS HEAVY CRUISER

SPECIFICATIONS
MANUFACTURER: SinoViet Heavy Machinery
ENTERED SERVICE: 2520
LENGTH: 3,910ft (1,192m)
MASS: 12 million tonnes
ARMAMENT: 2x 49F9A1 Magnetic Accelerator Cannons, 6x M66 Sentry autocannon turrets, 70x M58 Archer missile pods, 26x M40 Longbow missile pods, 12x M810 Helix point defense guns

Though designed and fitted out as a straightforward ship-of-the-line, when the UNSC Navy struggled to keep up its strength during the dark days of the Covenant War, many *Marathon*-class warships were reassigned to the command ship role. While they were outclassed by the Covenant's own cruisers in countless respects, the *Marathon*'s robust arsenal and its impressive resilience still posed a serious threat to the enemy, allowing it to endure all three decades of the war. The legacy of the *Marathon*-class continues to be vindicated in the evolving conflicts that followed.

HALCYON-CLASS LIGHT CRUISER

SPECIFICATIONS
MANUFACTURER: Reyes-McLees Shipyards
ENTERED SERVICE: 2510
LENGTH: 3,841ft (1,171m)
MASS: 11 million tonnes
ARMAMENT: 1x 56A2D4 Magnetic Accelerator Cannon, 4x Mark 33 Spitfire naval coilgun batteries, 4x M66 Sentry autocannon turrets, 20x M58 Archer missile pods, 40x M810 Helix or M910 Rampart point defense guns



HALCYON_01000101

Considered a prosaic ship design at the time of its introduction early in the 26th century, many *Halcyon*-class vessels were retired and placed in long-term storage near Europa after only a few years of service. They were eventually recommissioned and refit as frontline warships when combat losses in the Covenant War continued to mount.

PILLAR OF AUTUMN

The most renowned *Halcyon* in the UNSC Navy is without question the *Pillar of Autumn*, the pivotal vessel that discovered Halo, setting into motion a series of events that would lead to the end of the war. Although it was a *Halcyon* class, the warship was practically unrecognizable as such after its extensive refit to meet the mission requirements of Operation: RED FLAG. Upgrades included:

- Reformulated Titanium-A armor plating, resulting in substantial mass and volume savings.
- Fusion drive system replaced with an experimental high-thrust model.
- Rapid-cycling MAC coils and prototype capacitors fitted.
- Additional M58 Archer missile pods installed.
- Expanded drop pod bay.
- Expanded hangar capacity at cost the of long-term accommodations.
- Point defense software updated.
- Omega-pattern bridge with Tier-III datacore installed.

HUMAN SPACESHIPS //

FRIGATES

SPECIALIZING IN CONVOY ESCORT, TROOP TRANSPORT, AND RAPID-REACTION PICKETS, FRIGATES ARE UNSC WARSHIPS THAT RELY ON THEIR SPEED, LOW SENSOR SIGNATURE, AND SHEER NUMBERS TO OVERWHELM AND EXTERMINATE AN ENEMY'S NAVAL PRESENCE.

HEART OF THE UNSC FLEET

There are several distinct classes of frigates employed by the UNSC Navy, but all divide into either light or heavy categories. Prior to the Covenant War, this was largely based on a combination of their armament and displacement, but the distinction is minimal in the current era. Like other UNSC warships, the primary weapon of most frigates is a single MAC, around which much of the vessel is structured. They also feature a selection of missile configurations augmented by an array of naval coil guns and point defense cannons, all of which contribute to the frigate's reputation of extraordinary versatility.

PARIS_01000101

PARIS-CLASS HEAVY FRIGATE

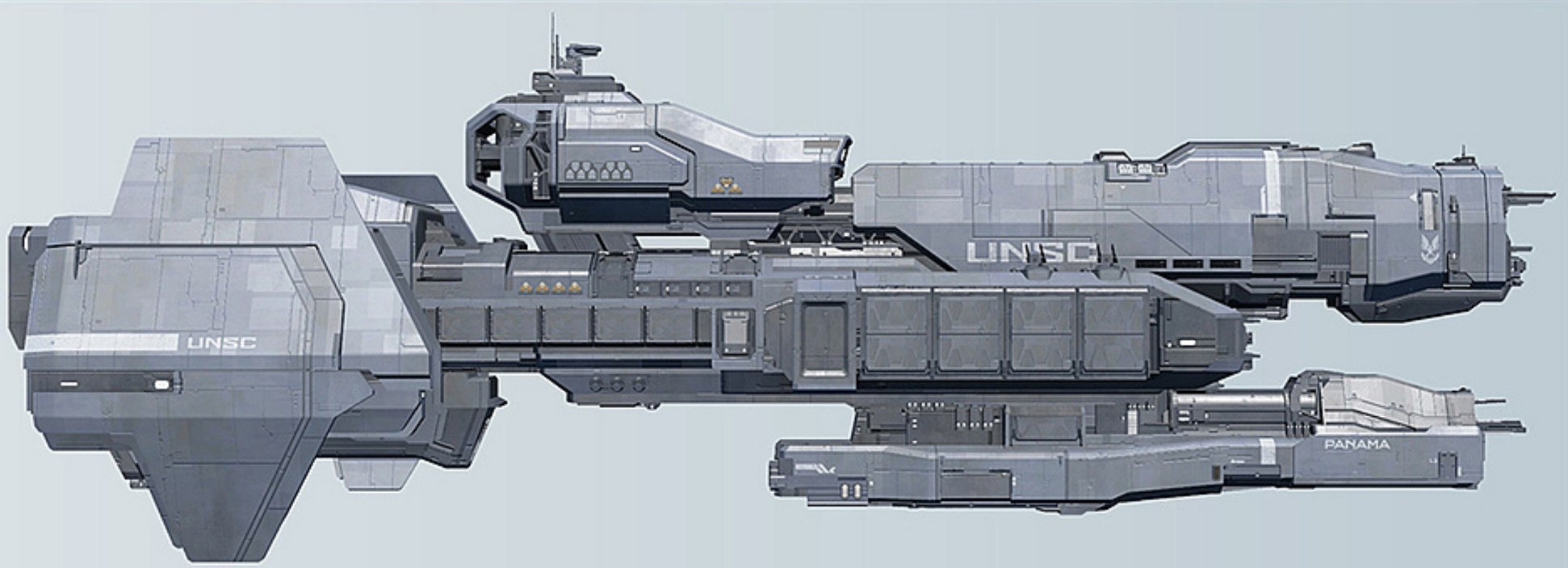
SPECIFICATIONS
MANUFACTURER: SinoViet Heavy Machinery
ENTERED SERVICE: 2523
LENGTH: 1,755ft (535m)
MASS: 1.3 million tonnes
ARMAMENT: 1x 65P8V1 Magnetic Accelerator Cannon, 3x M2475 Shiva missile silos, 26x M58 Archer missile pods, 12x M870 Rampart point defense guns, 12x M2950 Harpoon nuclear missile silos

UNSC_SAVANNAH_01000101

Ferociously effective on a tonne-for-tonne basis compared to other UNSC warships, the *Paris*-class dominated frigate production toward the end of the Covenant War, proving the indispensability of sheer firepower over cargo capacity and armor when facing the Covenant. When in the hands of a skilled crew, a *Paris* can hunt down and, through a series of strategic attacks and feints, even cripple a Covenant battlecruiser.

SAVANNAH

One of the most pivotal *Paris*-class frigates in the war was the *Savannah* (FFG-371). Originally assigned to the planet Reach during the summer of 2542, *Savannah* was heavily involved in the defense of the colony during the early stages of the Covenant invasion. When the battle demanded desperate measures, Colonel Urban Holland chose *Savannah* to participate in Operation: UPPER CUT, a last-ditch mission to destroy the seemingly invincible Covenant supercarrier *Long Night of Solace*. The *Savannah*'s slipspace drive was converted into an improvised weapon by intentionally sabotaging it so it would create an uncontrolled slipspace rupture upon activation. The frigate then escorted the drive to the Covenant corvette *Ardent Prayer*, providing a distraction while Spartans secured the vessel. Although this mission would prove to be a striking success, the *Savannah* was tragically sacrificed during its diversionary efforts.



MULSANNE_01000101

MULSANNE-CLASS LIGHT FRIGATE

SPECIFICATIONS			
MANUFACTURER: SinoViet Heavy Machinery	**ENTERED SERVICE:** 2553	**LENGTH:** 1,496ft (456m)	**MASS:** 0.9 million tonnes
ARMAMENT: 1x Brightlance compound reflex laser, 20x M58 Archer missile pods, 12x M870 Rampart point defense guns			

The *Mulsanne*-class represents a new generation of UNSC warship that blends decades of hard-won battle experience with the most recent advances in weaponry and shipbuilding technology, such as the integration of a directed energy cannon as its primary weapon. Like the *Paris*-class before it, *Mulsanne* frigates were optimized for swift offensive strikes and carried a diversified complement of weapons, making it one of the most adaptable warships in the UNSC Navy.

MORTAL REVERIE

The *Mulsanne*-class was employed in significant numbers during *Infinity*'s daring strike against Cortana's forces on Zeta Halo. Tragically, many of them were lost to Banished warships and powerful weapon emplacements on the surface of the ringworld. The *Mortal Reverie* (FFG-525) was one of these, though its crashed hulk eventually served as a fortified outpost during the UNSC's efforts to take back the ring.

ANLACE_01000101

ANLACE-CLASS LIGHT FRIGATE

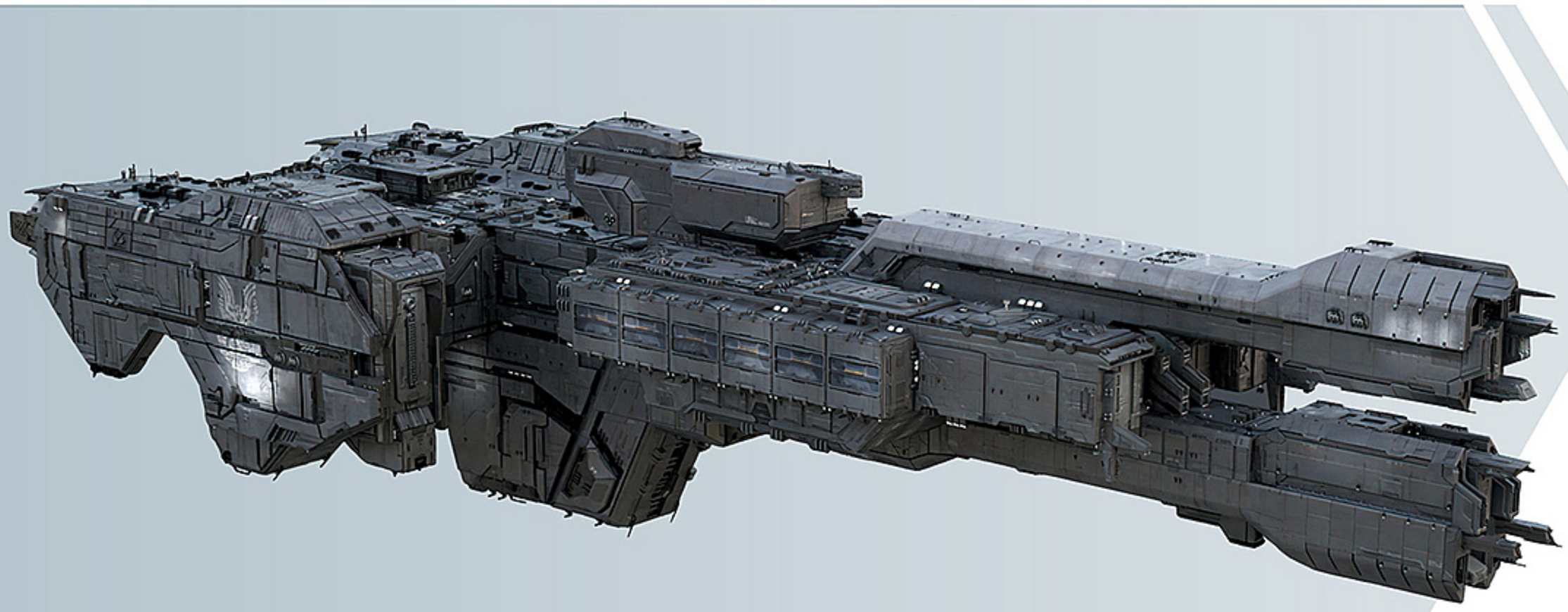
SPECIFICATIONS
MANUFACTURER: Aerofabrique SA
ENTERED SERVICE: 2555
LENGTH: 1,221ft (372m)
MASS: 0.9 million tonnes
ARMAMENT: 1x Helios capital-scale high-energy laser, 4x Magna-320 capital-scale pulse lasers, 8x AN/SEQ-11 point defense laser arrays

Unlike those that came before it, the *Anlace*-class frigate is specialized for the support role and has modular equipment packs that can be swapped out for various tasks, such as reconnaissance and disruption. When fitted with a full electronic warfare suite, the ships can mask the UNSC's presence and hamper communication between enemy vessels. Multiple EW-fitted *Anlace* frigates can emit a large-scale spectrum jamming blanket to disrupt the cohesion of enemy battle groups, capture transmissions, and to cloak the threat of UNSC vessels long enough to strike.

HUMAN SPACESHIPS //

FRIGATES

EARLY FRIGATES WERE TASKED WITH EXPLORATION AND SECURITY, ACCOMPANYING LARGE COLONIZATION SHIPS TO DEFEND SEED COMMUNITIES FROM POTENTIAL THREATS. AS COLONIAL UNREST GREW ON THE PERIPHERY OF HUMAN SPACE, THE FIRST TRUE MULTI-MISSION COMBAT FRIGATES, SUCH AS THE *STALWART* AND *CHARON* CLASSES, EMERGED.



STALWART_01000101

STALWART-CLASS LIGHT FRIGATE

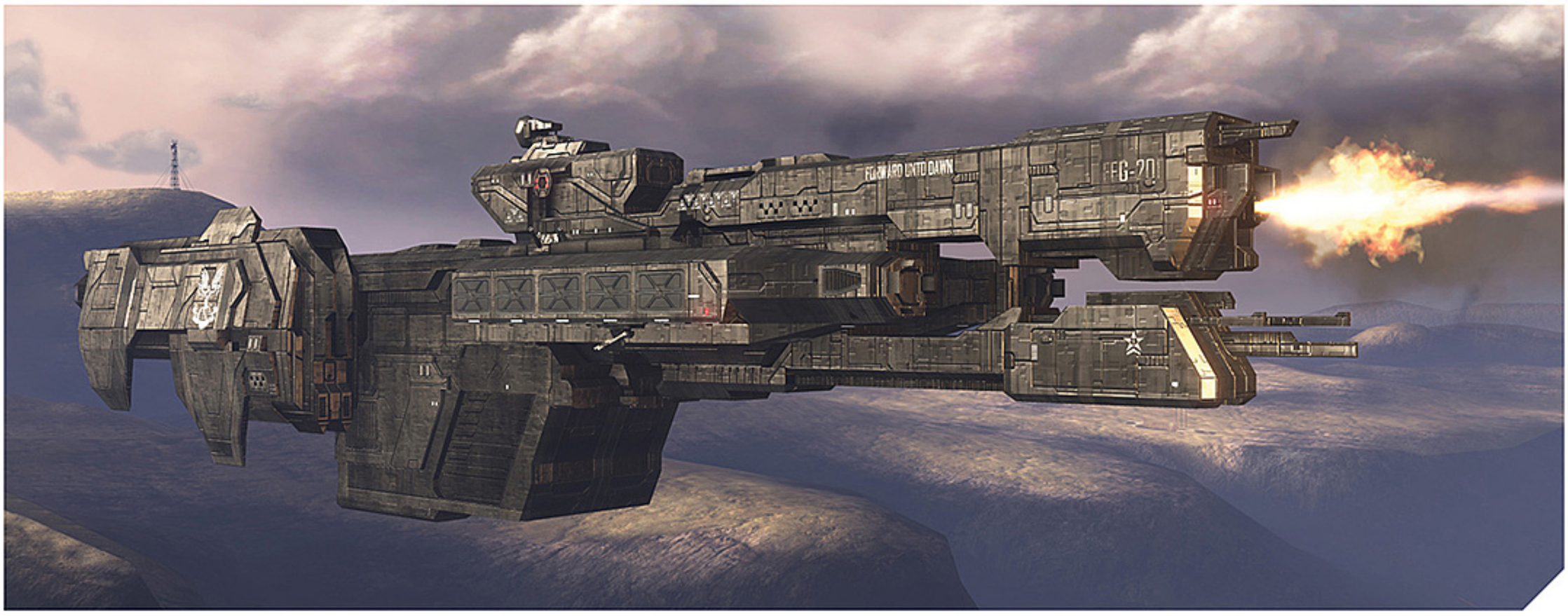
SPECIFICATIONS			
MANUFACTURER: SinoViet Heavy Machinery	**ENTERED SERVICE:** 2515	**LENGTH:** 1,568ft (478m)	**MASS:** 0.93 million tonnes
ARMAMENT: 1x 21X5V9 Magnetic Accelerator Cannon, 16x M58 Archer missile pods, 76x M340A4 Streak missile pods, 6x M870 Rampart point defense guns, 52x M710 Bulwark point defense guns			

Despite being the smallest frigate employed by the UNSC during the war, the *Stalwart*-class' remarkable effectiveness in naval combat was a testament to the resilience of its design, allowing it to have one of the longest production records of any warship class. Built explicitly for acceleration and sustained high-thrust maneuvers during naval engagements, *Stalwart* frigates were still impressively armed, enabling them to engage much larger Covenant ships.

BRIDGE_01000101

IN AMBER CLAD

After the Covenant tore through Earth's defensive grid in 2552, *In Amber Clad* (FFG-142), helmed by Commander Miranda Keyes, ferried one of the first waves of defenders down to New Mombasa to meet the enemy head-on. When the Covenant flagship, *Solemn Penance*, retreated to Delta Halo, the small frigate and its brave crew followed in its slipspace wake. Upon arrival, *In Amber Clad* immediately deployed troops to the surface to protect the installation from the Covenant's efforts to activate it. Before the enemy could acquire the ring's Activation Index, Keyes took *In Amber Clad* to the Library, narrowly securing the artifact, but was captured in the process. What remained of the ship's crew valiantly defended it against the emerging threat of the Flood, but they ultimately failed. During the bitter engagement, the *Clad* was captured by the parasite and eventually used to infiltrate High Charity, ultimately proving to be a significant yet costly factor in the Covenant's demise. Cortana would use the threat of destabilizing *In Amber Clad*'s fusion engines to prevent the Flood's spread, but this came at the cost of her own sanity, trapped in the lair of the Gravemind.



CHARON_01000101

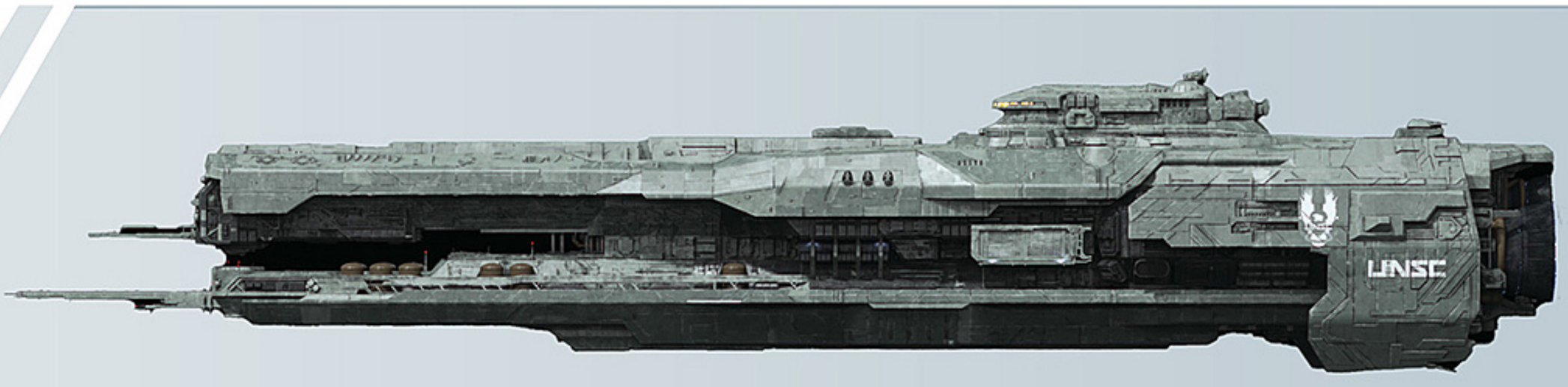
CHARON-CLASS LIGHT FRIGATE

SPECIFICATIONS			
MANUFACTURER: SinoViet Heavy Machinery	**ENTERED SERVICE:** 2520	**LENGTH:** 1,607ft (490m)	**MASS:** 0.65 million tonnes
ARMAMENT: 1x 83B6R3 Magnetic Accelerator Cannon, 3x M4093 Hyperion missile silos, 50x M58 Archer missile pods, 4x M870 Rampart point defense guns			

Boasting one of the largest hangar bays by volume of any frigate, the *Charon* was often leveraged to ferry ground forces to and from the surface of contested worlds, while also providing local fire support. Although this wasn't critical in every engagement against the Covenant, the capability proved invaluable in several major battles, as witnessed during the protracted campaigns on Mars, Luna, and Earth. The reputation of the *Charon* can be clearly witnessed in its enduring presence in the human sphere, as it is still favored by seasoned Navy personnel who saw them best the Covenant in many conflicts.

FORWARD UNTO DAWN

The most notable *Charon*-class frigate–and arguably, the most important human ship of the entire war–was the UNSC *Forward Unto Dawn* (FFG-201). Under the command of Miranda Keyes, the *Forward Unto Dawn* fought alongside a renegade Sangheili fleet in an effort to prevent the High Prophet of Truth from activating Halo at the extragalactic Ark. Tragically, Keyes and many others did not return from this trip, though the *Dawn* would be used by the Master Chief and the Arbiter to make a narrow escape from the ring's destruction.



STRIDENT_01000101

STRIDENT-CLASS HEAVY FRIGATE

SPECIFICATIONS
MANUFACTURER: Aerofabrique SA
ENTERED SERVICE: 2549
LENGTH: 1,887ft (575m)
MASS: 1.1 million tonnes
ARMAMENT: 1x 94B1E6 Magnetic Accelerator Cannon, 1x M4093 Hyperion missile silo, 5x Mark 55 Castor naval coilguns, 2x M42 Archer missile pods, 6x Mark 57 Arena point defense guns, 6x M870 Rampart point defense guns

Widely considered the new apex of combat frigate designs, the *Strident*-class incorporates decades of research and developments, representing a cutting-edge vessel that has few equals at its size. *Strident*-class heavy frigates are usually paired with larger vessels to provide fire support and tactical flexibility. In the case of the UNSC *Infinity*, these frigates were stored in vertical launch bays, and quickly deployed from the ship's undercarriage, to catch the enemy off guard and tip the scales of the engagement.

HUMAN SPACESHIPS //

DESTROYERS AND BATTLESHIPS

CREATED FOR THE CENTRAL PURPOSE OF QUICKLY AND DECISIVELY SUBDUING ENEMY VESSELS WITH SPECTACULAR FIREPOWER, DESTROYERS AND BATTLESHIPS BEAR AN INORDINATELY ROBUST ARSENAL, AS WELL AS A GRIM REPUTATION.

UNSC DESTROYERS

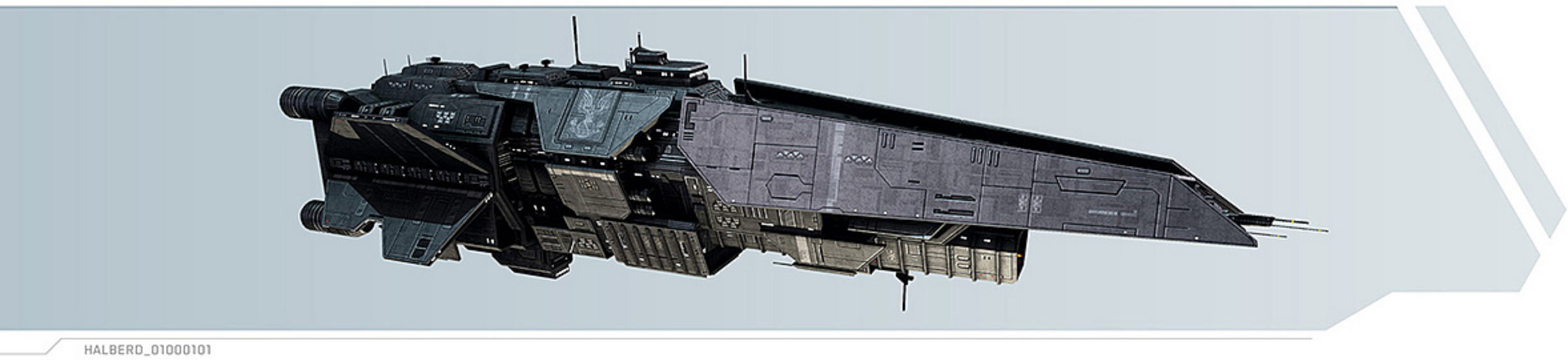
UNSC destroyers combine heavy armament with high speed and thick armor. They use wolf-pack tactics to engage larger vessels with coordinated MAC gun fire and hit-and-run attacks, overwhelming their target's defenses.

DILIGENCE_01000101

DILIGENCE-CLASS LIGHT DESTROYER

SPECIFICATIONS			
MANUFACTURER: SinoViet Heavy Machinery	**ENTERED SERVICE:** 2433	**LENGTH:** 1,804ft (550m)	**MASS:** 2.2 million tonnes
ARMAMENT: 1x Mark 33 Spitfire naval autocannon turret, 6x M60 Sentry naval autocannon turrets, 40x M35 Ares missile launchers, 10x M710 Bulwark point defense guns			

Used by the CMA for a century, the *Diligence* was classified as a cruiser when it was first commissioned, but later recategorized as a destroyer when the tonnage and firepower of UEG warships continued to grow in the years leading up to the Insurrection. The lethality of the *Diligence*-class is largely unquestioned, coupling vicious outrigger MAC systems (2496) with a ruthless gauntlet of point defense weaponry.



HALBERD_01000101

HALBERD-CLASS LIGHT DESTROYER

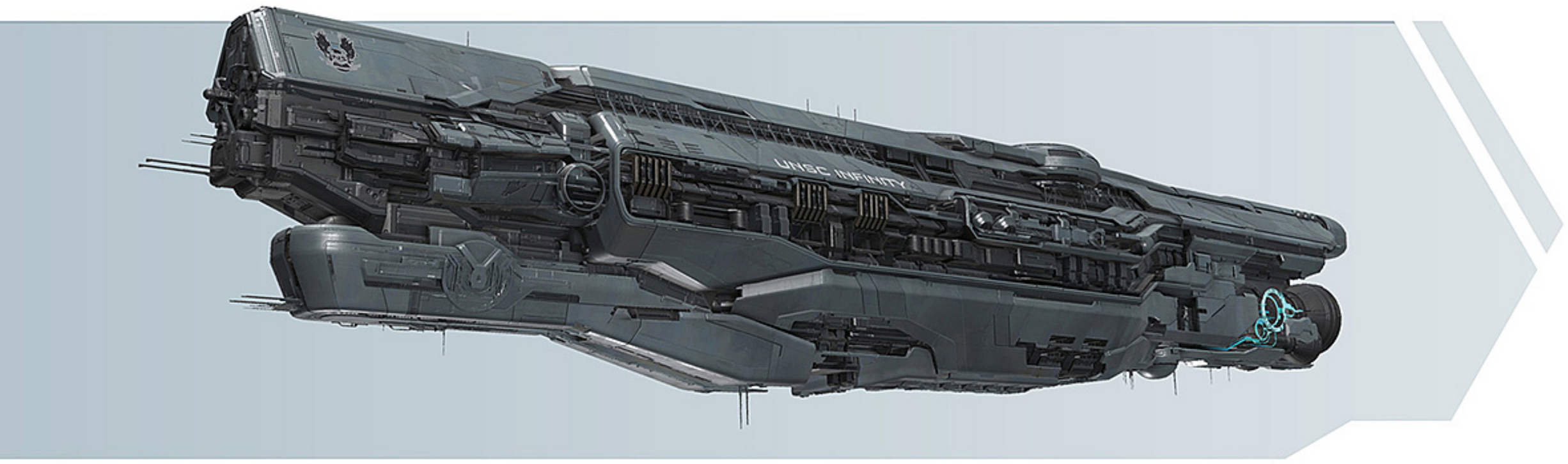
SPECIFICATIONS
MANUFACTURER: SinoViet Heavy Machinery
ENTERED SERVICE: 2508
LENGTH: 1,591ft (485m)
MASS: 1.8 million tonnes
ARMAMENT: 1x 14B11R2 MAC battery, 26x M58 Archer missile pods, 4x M870 Rampart point defense guns, 3x Shiva nuclear-tipped missiles

Fast and requiring only a small crew, what the *Halberd*-class destroyer lacks in general-purpose utility it makes up for in firepower. It can be easily configured for different missions, but resource shortfalls during the Covenant War meant most *Halberd*s were outfitted purely for escort duty, with entire subsystems and hull sections left out to reduce construction time and crew requirements. Perhaps the most notable Halberd was the *Iroquois*, helmed by the legendary Captain Jacob Keyes.

HUMAN SPACESHIPS //

CARRIERS

THE LINCHPINS OF ALL MAJOR FLEETS, CARRIERS TRANSPORT ATTACK CRAFT AND TROOPS TO GAIN CONTROL OF THE CRUCIAL HIGH GROUND ABOVE AND BETWEEN CONTESTED WORLDS. THE UNSC HAS TRADITIONALLY OPERATED TWO TYPES OF CARRIER: SUPERCARRIERS, WHICH FORM THE CORE OF MAJOR EXPEDITIONARY FLEETS AS COMMAND SHIPS, AND THE SMALLER TACTICAL CARRIERS AT THE CENTER OF BATTLE GROUPS AND DEFENSIVE FLEETS.

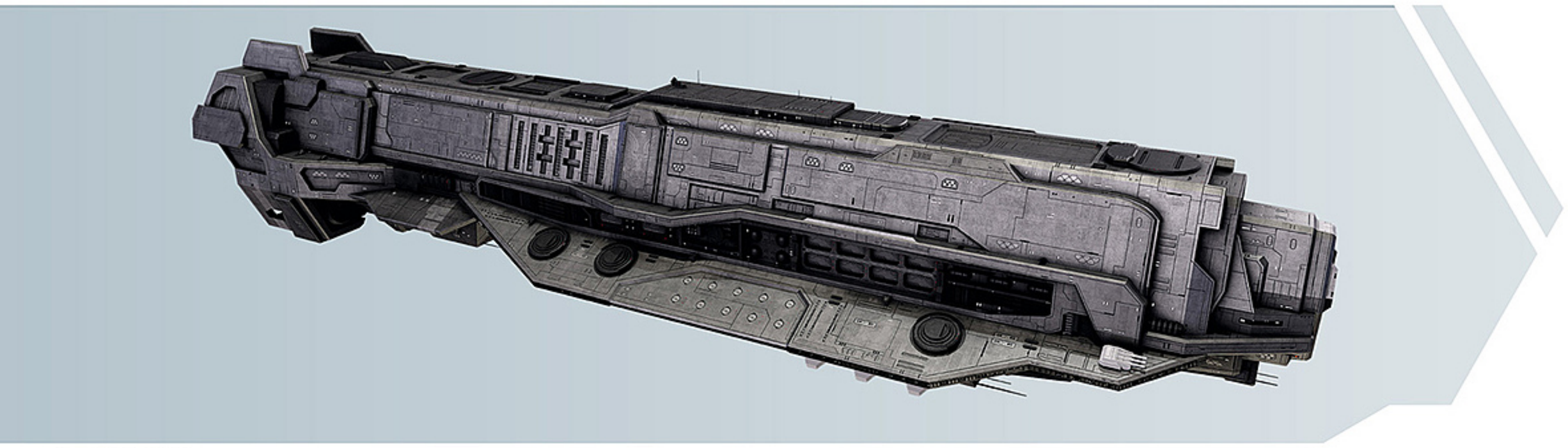


INFINITY_01000101

INFINITY-CLASS SUPERCARRIER

SPECIFICATIONS
MANUFACTURER: Special Assembly Plant Concord
ENTERED SERVICE: 2553
LENGTH: 18,682ft (5,694m)
MASS: 907 million tonnes
ARMAMENT: 4x CR-03B Series 8 Magnetic Accelerator Cannons, 350x M42 Archer missile pods, 250x M75 Rapier missile pods, 190x M97 Lance missile pods, 500x M96 Howler missile pods, 10x Mark 2551 Onager MAC turrets, 85x M85 Scythe anti-aerospace turrets, 830x M965 Fortress point defense guns

Until its sister ship is completed, *Infinity* is literally in a class of its own—a spacecraft of mind-boggling scale integrated with the most advanced human, Forerunner, and Covenant technology available to the UNSC. Originally both the ceremonial flagship of the UNSC Navy and the acting flagship for Expeditionary Strike Group 1, *Infinity*'s key involvement in postwar conflicts vetted her effectiveness in battle, ultimately preparing for what would come: the deadly assault of Zeta Halo.



PUNIC_01000101

PUNIC-CLASS SUPERCARRIER

SPECIFICATIONS	
MANUFACTURER: SinoViet Heavy Machinery	**ENTERED SERVICE:** 2490
LENGTH: 13,123ft (4,000m)	**MASS:** 670 million tonnes
ARMAMENT: 2x CR-01D Series 6 Magnetic Accelerator Cannons, 2x Mark 15 Breakwater naval coilgun batteries,100x M42 Archer missile pods, 20x M96 Howler missile pods, 80x M85 Scythe anti-aerospace turrets, 100x M965 Fortress point defense guns	

The *Punic* and its sister ships were the first of a distinct breed of warships drafted to fight a new style of colonial war in the waning years of the 25th century. Officially designated "Space Control Vehicles," these massive carriers could transport and sustain entire CMA expeditionary and interdiction campaigns.

HILLSBOROUGH_01000101

HILLSBOROUGH-CLASS HEAVY DESTROYER

SPECIFICATIONS
MANUFACTURER: Ceres Industrial Metals
ENTERED SERVICE: 2499
LENGTH: 1,725.7ft (526m)
MASS: 2 million tonnes
ARMAMENT: 1x 83B6R1 Magnetic Accelerator Cannon, 4x M60 Sentry naval autocannons, 56x M48 Ares missiles, 7x M870 Rampart point defense guns

The angular silhouette of the *Hillsborough*-class was one of the defining symbols of CMA power in the 25th century. Radically outmatching even UNSC warships at the time of introduction, the *Hillsborough* enjoyed a fearsome reputation for decades. However, it was hopelessly outclassed by Covenant vessels, and surviving ships were quickly moved to internal security roles or broken up for scrap early in the Covenant War.

UNSC BATTLESHIPS

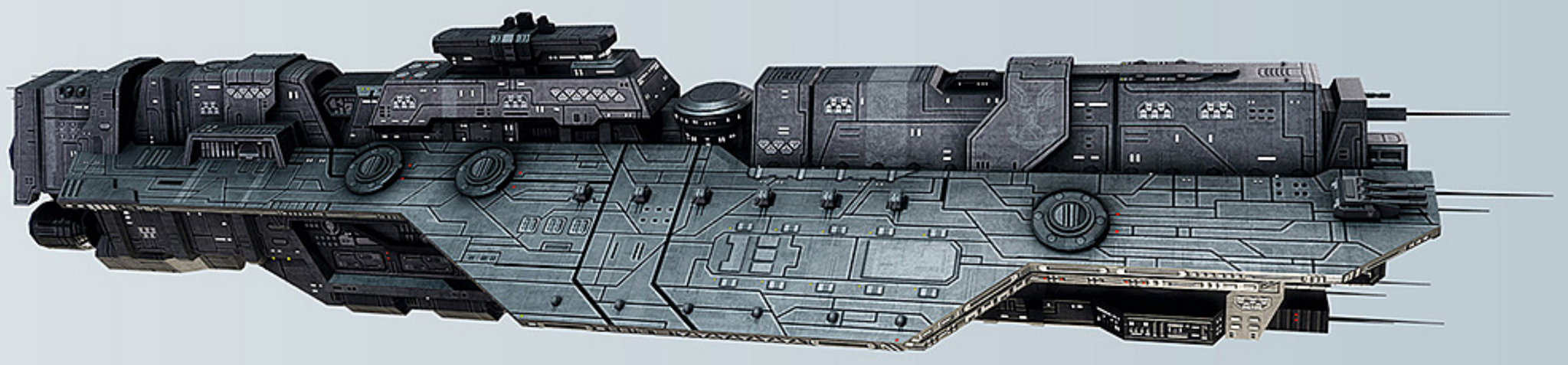
Battleships in UNSC service are dedicated to hunting enemy carriers and ships-of-the-line. They are built to kill capital ships as quickly as possible, from as far away as possible. They are a rarity; such vessels are priority targets for destruction and require an exceptional amount of resources to manufacture.

VINDICATION_01000101

VINDICATION-CLASS LIGHT BATTLESHIP

SPECIFICATIONS
MANUFACTURER: Martian Metals Shipyards
ENTERED SERVICE: 2554
LENGTH: 5,183ft (1,580m)
MASS: 12 million tonnes
ARMAMENT: 2x 76G3V5 MAC batteries, 50x M58 Archer missile pods, 4x M60 Sentry naval autocannons, 20x M910 Rampart point defense guns

Fitted with experimental shield technology and a pair of massive Mark X superheavy MACs, the *Vindication*-class is a ship-killer, deployed to cripple and destroy Covenant carriers and support ships before they can engage. The MACs take a significant amount of time to recharge and cool, and the *Vindication*-class requires the support of other ships to defend itself while it prepares a new volley.



EPOCH_01000101

EPOCH-CLASS HEAVY CARRIER

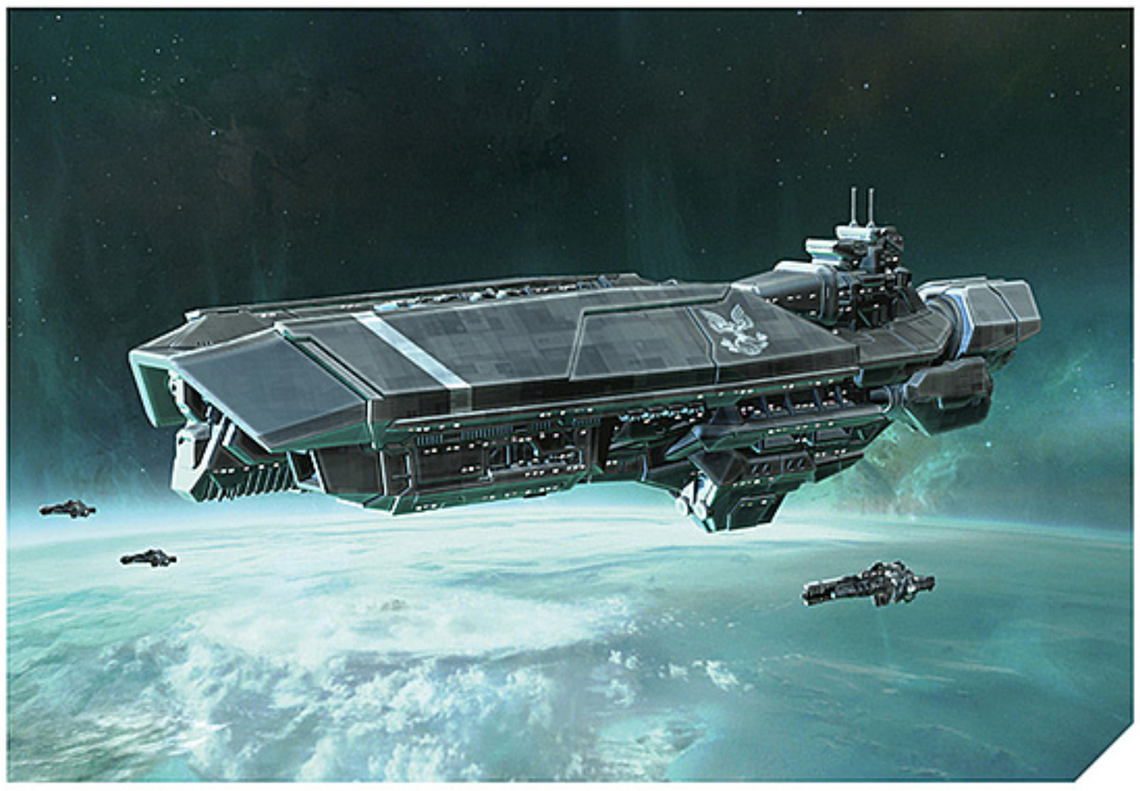
SPECIFICATIONS
MANUFACTURER: SinoViet Heavy Machinery
ENTERED SERVICE: 2475
LENGTH: 8,409ft (2,563m)
MASS: 35 million tonnes
ARMAMENT: 1x 56A2F9 Magnetic Accelerator Cannon, 12x M66 Sentry autocannon turrets, 20x M4020 Bident missile pods, 80x M58 Archer missile pods, 12x M870 Rampart point defense guns, 20x M810 Helix point defense guns

Easily one of the most lauded designs from SinoViet Heavy Machery's vast complement of starships, *Epoch*-class heavy carriers formed the core of many naval battle groups during the Insurrection and early years of the Covenant War. Each ship carries aerospace units and ground troops alike, capable of projecting UNSC naval power by dominating the orbital high ground, then deploying strike fighters and troop transports to high-value areas on the surface.

ORION-CLASS ASSAULT CARRIER

SPECIFICATIONS	
MANUFACTURER: SinoViet Heavy Machinery	**ENTERED SERVICE:** 2473
LENGTH: 7,284ft (2,220m)	**MASS:** 40 million tonnes
ARMAMENT: 2x 1x 90C1E1 Magnetic Accelerator Cannons, 70x M58 Archer missile pods, 12x M870 Rampart point defense guns	

The appearance of an *Orion* task force at a troubled Outer Colony was as much a symbol of the UNSC's military might as the marines and tanks they carried. As the Covenant War began, these vessels often served as flagships, commanding desperate rearguard actions above once-rebellious outposts. Most were lost with all hands in these bitter conflicts, buying time for civilians and troops to be evacuated to the Inner Colonies before they, in turn, were besieged. Those that remained did their best to disrupt the Covenant supply lines.



ORION_01000101

POSEIDON-CLASS LIGHT CARRIER

SPECIFICATIONS
MANUFACTURER: Martian Metals Shipyards
ENTERED SERVICE: 2553
LENGTH: 2,359ft (719m)
MASS: 2.8 million tonnes
ARMAMENT: 2x M42 Archer missile pods, 2x Mark 2551 Onager MAC turrets, 20x M870 Rampart point defense guns

Relatively easy to manufacture even at the war-ravaged shipyards of Mars and Jupiter, and requiring only a small crew, the *Poseidon*-class light carrier was quickly put into production after the end of the Covenant War.

POSEIDON_01000101

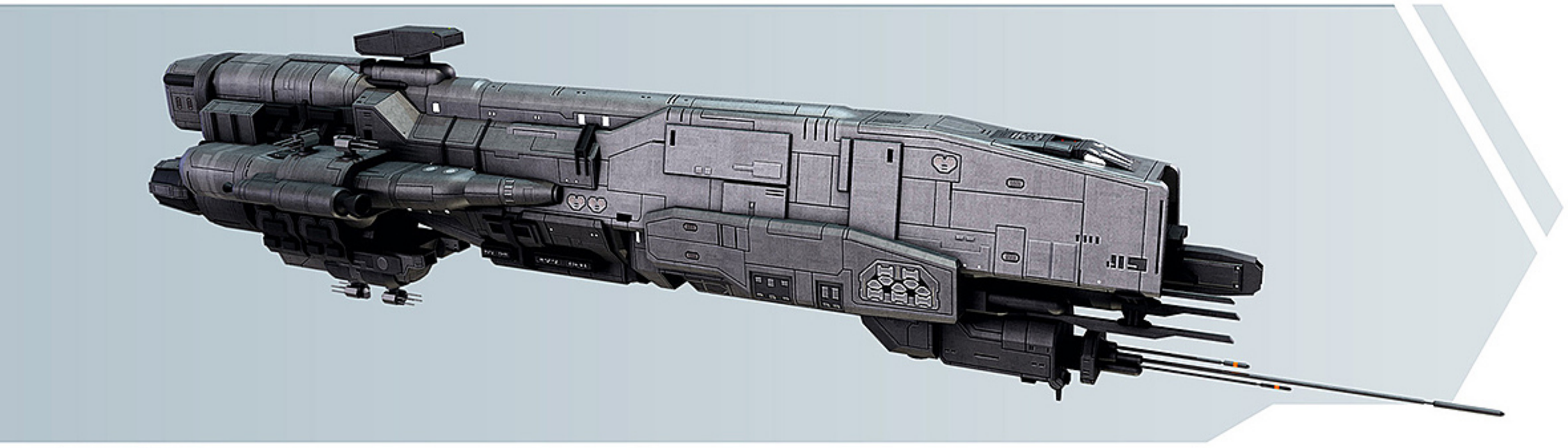
HUMAN SPACESHIPS //

CORVETTES AND PROWLERS

SMALL, SWIFT, AND OFTEN ENTIRELY UNSEEN, CORVETTES, AND THE STEALTH PROWLERS WITHIN THEIR RANKS, MAY EMPLOY MINIMIZED ARMOR AND LIGHTER WEAPON LOADOUTS, BUT THEY HAVE HISTORICALLY BEEN AN ESSENTIAL PRESENCE WITHIN ANY MAJOR NAVAL ENGAGEMENT.

UNSC CORVETTES

Fast, lightly armored, and fitted with smaller capital-scale weaponry, UNSC corvettes can tackle most human pirates, and engage small Covenant or Banished vessels if they hunt in packs. When operating independently or in small groups, corvettes use their speed to evade fights they cannot win; in fleet engagements they are best utilized to escort larger capital ships and defend against incoming strikecraft.

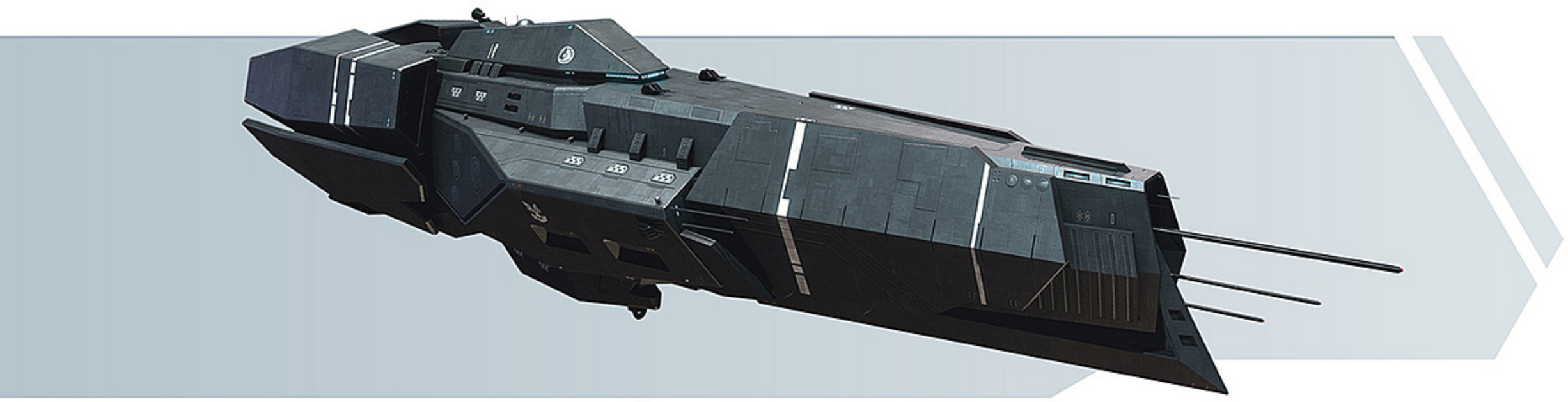


GLADIUS_01000101

GLADIUS-CLASS HEAVY CORVETTE

SPECIFICATIONS	
MANUFACTURER: TanSec AB	**ENTERED SERVICE:** 2490
LENGTH: 797ft (243m)	**MASS:** 36,000 tonnes
ARMAMENT: 1x 20DA1C2 Magnetic Accelerator Cannon, 2x M58 Archer missile pod clusters, 6x M870 Rampart point defense guns	

The *Gladius* is a small, slipspace-capable warship used by UNSC Navy battle groups assigned to the Inner Colonies. Its MAC qualifies it as one of the more combat-proficient corvettes within the fleet, but its true value can be found in its astonishing engagement speed and maneuverability, swiftly warding off pirates from UNSC assets.



POINT_BLANK_01000101

POINT BLANK-CLASS PROWLER

SPECIFICATIONS	
MANUFACTURER: The Watershed Division	**ENTERED SERVICE:** 2510
LENGTH: 1,591ft (485m)	**MASS:** 1.1 million tonnes
ARMAMENT: 1x 20F9B9 Magnetic Accelerator Cannon, 5x M947 Shiva nuclear delivery system, 4x M66 Sentry autocannon turrets, 80x M42 Archer missile pods, 20x M910 Rampart point defense guns	

Often referred to as a "stealth cruiser," *Point Blank*-class prowlers are versatile vessels which can serve as motherships for long-range strategic reconnaissance missions as easily as command ships for UNSC planning staffs on the frontline. The *Vanishing Point* was one of these, leading Task Force Yama during early campaigns against the Covenant.

PROWLERS

Prowlers are specialized corvettes that minimize their signature with low-observable design features, active stealth systems, and low-emission sensor systems. Used for strategic reconnaissance, surreptitious transport of high-value individuals, and covert observation, prowlers can also participate in fleet actions, albeit only in a support role. UNSC prowlers are crewed by a clandestine division of ONI known as the "Prowler Corps."

SAHARA-CLASS HEAVY PROWLER

SPECIFICATIONS	
MANUFACTURER: The Watershed Division	**ENTERED SERVICE:** 2520
LENGTH: 922ft (281m)	**MASS:** 71,000 tonnes
ARMAMENT: 2x XEV9 Matos nonlinear pulse cannons, 1x M947 Shiva nuclear delivery system, 8x M441 Hornet mine dispersal racks	

The *Sahara*-class is among the largest and most heavily armed of all prowlers currently employed by the UNSC. It is also the most common and well-known prowler in service. Ranging from the renowned *Dusk*, which played a critical role in the battle for naval superiority near Delta Halo, to the *Port Stanley*, an aggressively modified vessel optimized explicitly for its highly classified special ops team, Kilo-Five.

MAKO-CLASS CORVETTE

SPECIFICATIONS	
MANUFACTURER: Kuushan Shipyards	**ENTERED SERVICE:** 2388
LENGTH: 532ft (162m)	**MASS:** 28,000 tonnes
ARMAMENT: 2x Mark 40 Castor naval coilguns, 2x M42 Archer missile pods, 2x M870 Rampart point defense guns	

Perhaps the most ubiquitous corvette in human space, the *Mako* had a long and illustrious career with the UNSC Navy, CMA, and security forces in both Sol and the extrasolar colonies. Loved by their crews, but hated by shipyard personnel, the UNSC retired its *Mako*-class corvettes early in the Covenant War and transitioned them to second-line defense fleets.

RAZOR-CLASS PROWLER

SPECIFICATIONS	
MANUFACTURER: The Watershed Division	**ENTERED SERVICE:** 2499
LENGTH: 525ft (160m)	**MASS:** 29,500 tonnes
ARMAMENT: 2x M870 Rampart point defense guns, 12x M28 Shrieker missiles, 8x M4510 Argent V missiles, 3x Fury tactical nuclear device	

Capable of holding its own in a fight when striking from ambush, *Razor* ships participated in some of the most notable Prowler Corps operations of the Covenant War. Each *Razor* carries enough supplies to operate independently of UNSC support for up to eight months, which makes it particularly useful in extended observation missions.

WINTER-CLASS PROWLER

SPECIFICATIONS	
MANUFACTURER: The Watershed Division	**ENTERED SERVICE:** 2549
LENGTH: 270.3ft (84.2m)	**MASS:** 907 tonnes
ARMAMENT: 2x M8545 coilguns, 1x CBU-R68 Moray mine rack, 3x M995 Backstop point defense lasers	

Smaller and more compact than most prowlers, with an aerodynamic shape that reflects its use for planetary infiltration and deployment of ground teams, *Winter*-class vessels were among the most advanced vessels used by ONI during the latter years of the Covenant War.

SUBPROWLERS

As stealthy dropships often deployed by larger prowlers, subprowlers are craft used to infiltrate and exfiltrate personnel and cargo from planetary surfaces. In addition to their airframes using low-observability technologies, subprowlers also feature a host of electronic countermeasure and decoy capabilities to look like common shuttles and transports on sensor networks. Historically, the most prominent subprowlers have been the *Black Cat*-class vessels, which were stealthy troop transports used for the infiltration and exfiltration of special forces teams in high-threat environments, and the Chiroptera, which once represented the pinnacle of stealth ship architecture in the early 25th century, testing then-novel design features that later became standard on larger and more capable prowlers in ONI service.

HUMAN SPACESHIPS //

SHUTTLES AND FREIGHTERS

DOMESTIC AND MUNICIPAL CRAFT SERVE AN ESSENTIAL PURPOSE WITHIN THE HUMAN SPHERE. WHETHER SHUTTLES AND FREIGHTERS FERRYING PEOPLE AND CARGO FROM ONE WORLD TO THE NEXT, UTILITY SHIPS LIKE MINERS AND TANKERS MEETING THE NEEDS OF INDUSTRY, OR PATROL CRAFT COMBING A COLONY'S ORBITAL LANES—ALL PLAY VITAL ROLES IN THE CONTINUITY OF DAILY LIFE.

EGRET_01000101

EGRET SPACELINERS

SPECIFICATIONS
MANUFACTURER: Dudyn Sky GmbH
CREW: 12 crew + 600 passengers
LENGTH: 295.6ft (90.1m)
WIDTH: 221.5ft (67.5m)
HEIGHT: 88.4ft (26.9m)
WEIGHT: 521.4 tons (473 tonnes)

The single most common spaceliner encountered on core worlds is the Egret, a dual-purpose civilian ferry that can transport 600 passengers with extensive freight capacity available on its undercarriage. During the Covenant's invasion of the Inner Colonies, Egrets were often used as makeshift evacuation shuttles, though many would be destroyed by the enemy before they could escape their world's gravity well.

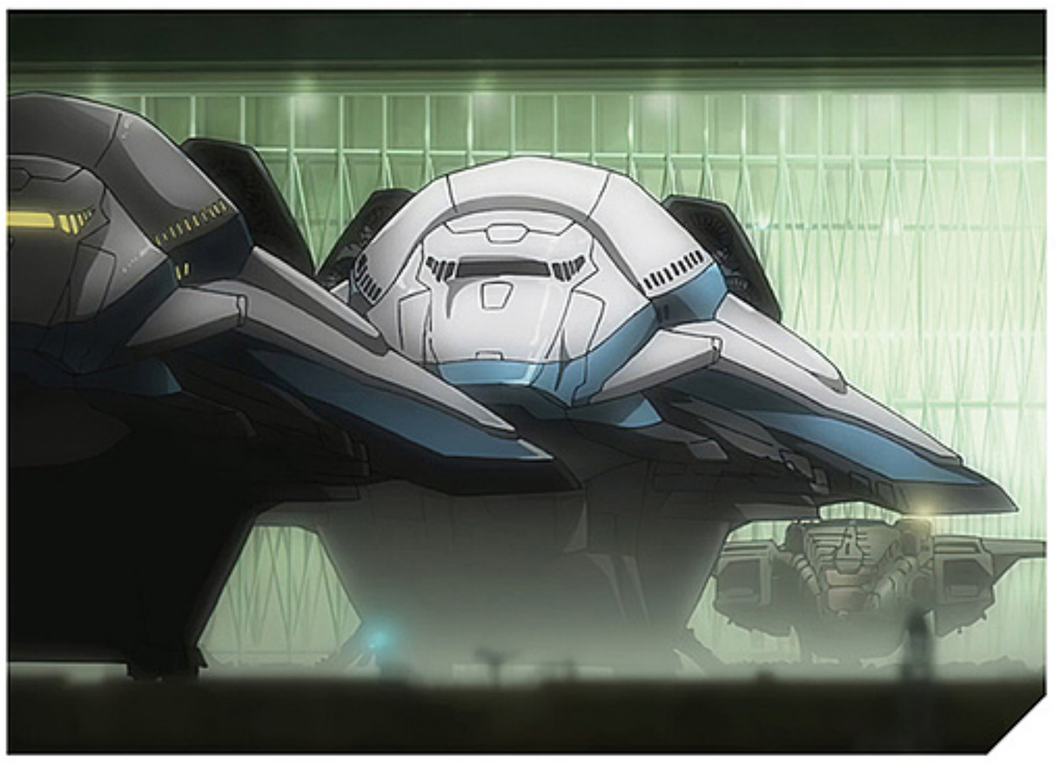
YACHTS

Small, luxury vessels like yachts and schooners were once often used by the wealthy and powerful, for both menial travel and recreational cruises. *Hyades*-class yachts and *Revado*-class schooners are easily the most common, though many leisure craft were repurposed for the war effort.

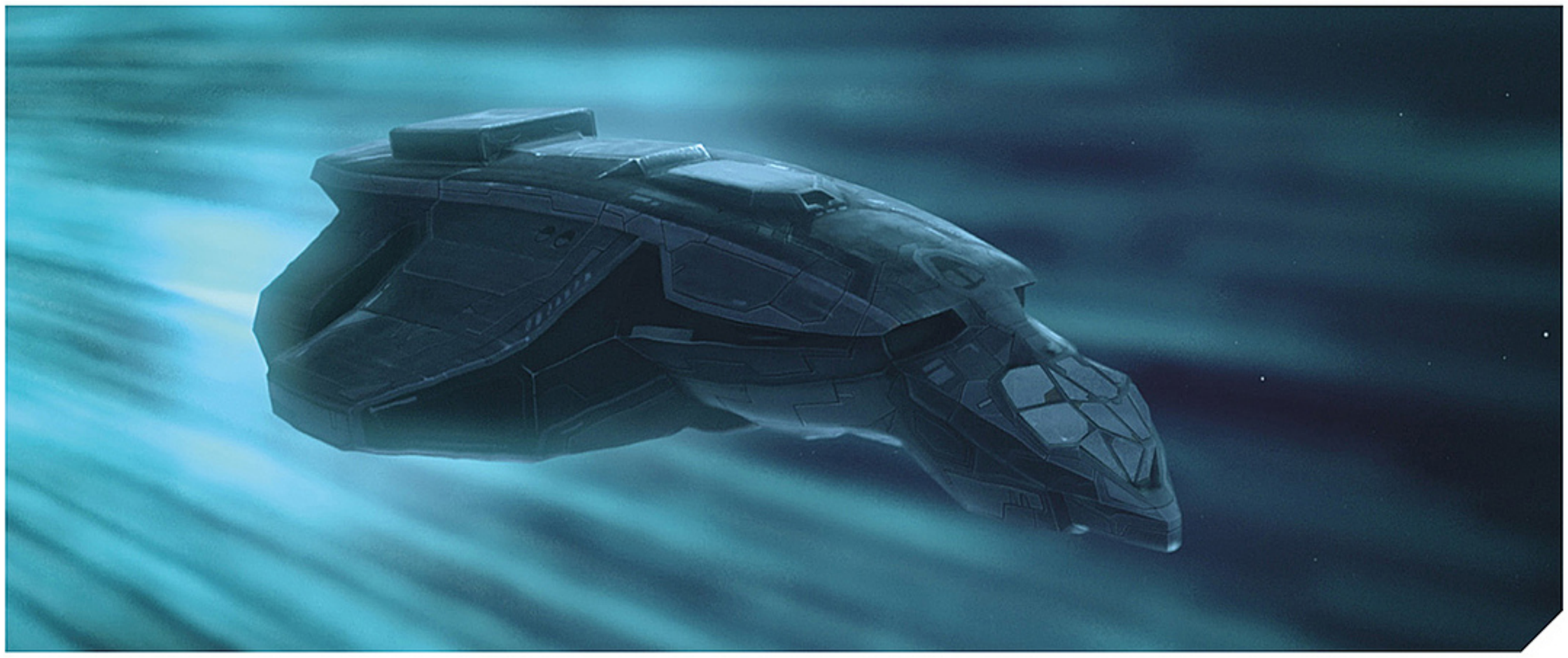
FERRIES

SPECIFICATIONS	
MANUFACTURER: Au-Anderson Shipyards	**CREW:** 8
LENGTH: 249.6ft (76.1m)	**WIDTH:** 148ft (45.1m)
HEIGHT: 71.6ft (21.8m) (gear up)	**WEIGHT:** 502.7 tons (456 tonnes)

Loosely based on the military cargo transports of the 24th century, *Banta*-class colony ships are ferries capable of carrying up to 400 passengers, with expansive cargo holds often used to move smaller vessels. Like Egrets, these ships were often induced to evacuate the populations of besieged colonies, where the brave crews of these unarmed ferries often sat for prolonged periods in harm's way. *Banta* transports remain ubiquitous throughout the Outer Colonies.



BANTA_01000101



VANCOUVER_01000101

COURIERS

SPECIFICATIONS	
MANUFACTURER: Au-Anderson Shipyards	**CREW:** 2 crew + 38 passengers
LENGTH: 178.1ft (54.3m)	**WIDTH:** 107.6ft (32.8m)
HEIGHT: 47.2ft (14.4m)	**WEIGHT:** 1,080.3 tons (980 tonnes)

Fast, versatile, and reliable, couriers are shuttles specifically designed for small crews on long journeys. While the *Zheng He* and *Gypsum* are efficient and capable courier classes in their own right, the most prominent is easily the *Vancouver*-class, due to its cargo size and unique sensor feature set, which led to a number of government contracts. Couriers maintain a strong presence on developed colonies.

HAN

Helmed by Dr. Catherine Halsey and Lieutenant Jacob Keyes during the early stages of SPARTAN-II, the *Han* was a *Vancouver*-class courier, modified by ONI to serve as a diplomatic shuttle and used to research potential candidates for the program, though this was unbeknownst to Keyes at the time. During the classified expedition, Halsey utilized a shipboard AI named Toran.

PATROL_SHIP_01000101

PATROL SHIPS

Orbital surveillance and policing are typically conducted by patrol ships; a variety of shuttles and cutters equipped to prevent illegal naval activity. They are generally encountered in loose picket formations, combing regions of space around a world's shipping lanes and geosync ports. The UNSC sometimes utilizes patrol ships offensively, deploying them to a hostile colony to root out defenses and booby traps.

ARIADNE

The Ariadne was a Minotaur-class patrol vessel under Commander Pasquale. In 2553, the ship's reactor breached in the Orso system. Tragically for the crew, Venezian authorities denied the evacuees' request to land on their colony.

SHUTTLE PODS

SPECIFICATIONS
MANUFACTURER: Vosper Engineering
CREW: 1 pilot + 7 passengers
LENGTH: 28ft (8.5m)
WIDTH: 14.4ft (4.4m)
HEIGHT: 10.4ft (3.2m)
WEIGHT: 12.9 tons (11.7 tonnes)

Compact, highly maneuverable shuttle pods are almost always part of a space installation's complement, and on occasion will be assigned to UNSC capital ships. Pods like these allow operators a clear view of the station exterior with precise thruster-control and manipulators so minor analysis and repair work can be conducted. Such was the case with *Coda*, a shuttle pod deployed by *Pillar of Autumn* to assess the vessel's structural integrity before executing Operation: RED FLAG.

HUMAN SPACESHIPS //

SHUTTLES AND FREIGHTERS

BRAHMAN_01000101

CARGO HAULERS

The universal and perpetual demand to transport goods to colonies has made the role of cargo haulers essential. The diversity of their form and function has evolved over the years since the *Domus Diaspora*. The most common are called mules, such as the Brahman light hauler or the Markhors heavy lifter. Mules are particularly rugged, bare-bones machines explicitly designed to endure the environmental hazards of raw terrestrial colonies with undeveloped atmospheres and hostile climates.

SPRINGHILL_01000101

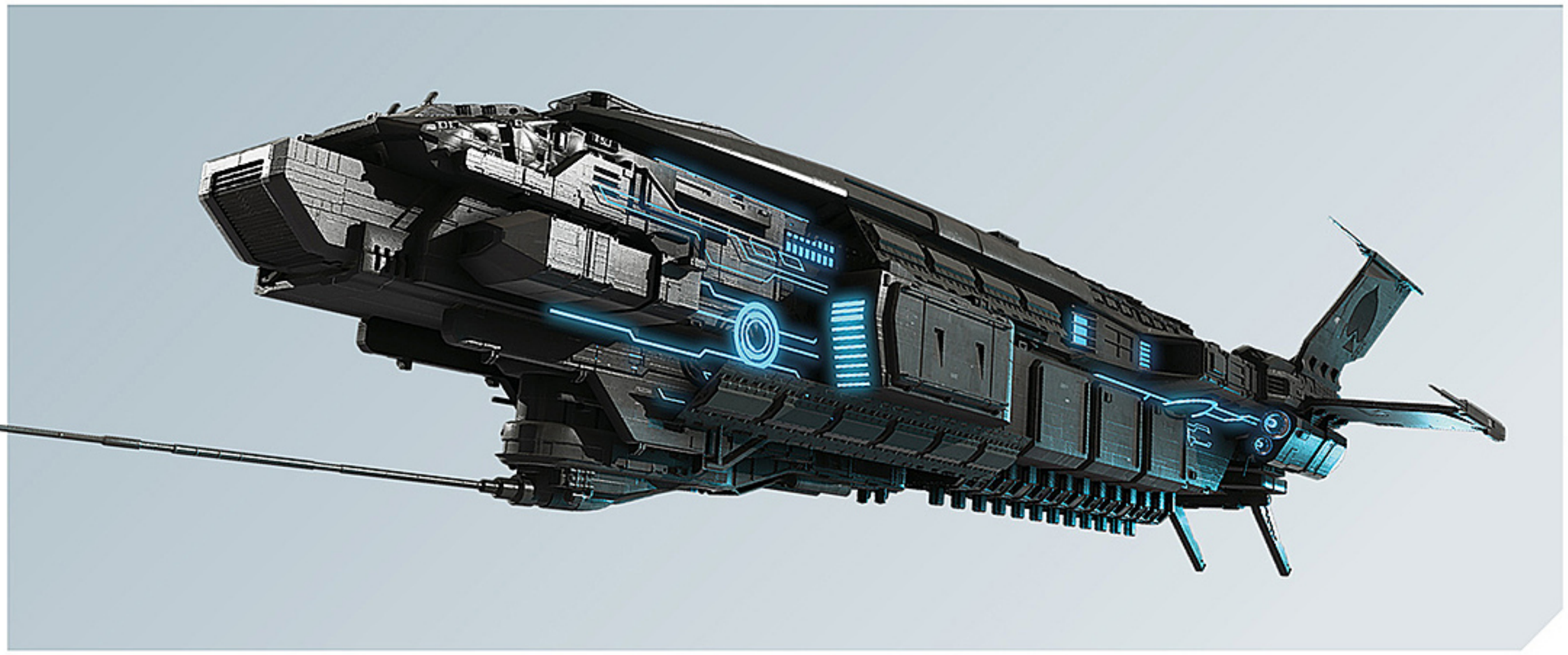
TUG_01000101

MINING SHIPS

The colonization of exosolar worlds has unlocked a bounty of opportunities for mining corporations, and has driven the development of several unique classes of ships specifically created to extract and transport precious minerals and exotic materials from worlds across human-occupied space. Although recent classes such as the *Aestuum* dominate mining transport lanes, more resilient vessels like the *Springhill* still have a strong presence.

TUGS

Small vessels designed to move significantly larger masses are typically called tugs, most operating in a single localized space to move derelict vessels and debris above a world's orbital lanes. The *Behemoth*-class tug is a prime example of the standard tug, although other more recent versions, like the *Bactrian-class*, are optimized for interstellar freight transport and have a slipspace drive.



MARINER_01000101

ACE OF SPADES

The *Mariner*-class transport ship known as *Ace of Spades* has warranted significant and increased attention from ONI due to alleged illegal activity. Helmed by Rion Forge, she and her crew recently modified this vessel with Forerunner technology, allowing it to evade capture numerous times. *Mariners* are highly sought-after freight vessels, largely due to their deft maneuverability in atmosphere and their stylish design.

IBIS_01000101

FREIGHTERS

While they run a vast gamut in size, design, and function, freighters typically serve one purpose: transporting cargo safely across interstellar distances. Smaller freighters, such as the Ibis, are often independently managed by a small crew. Larger freighter classes such as the *Parabola* or *Laden* are driven by AI-dictated commands to the ship's nav computer, per the directives of the owning corporation. Following the war, the *Bustler*-class has dominated the skyways, offering a plethora of transport options that have helped the UNSC's rebuilding efforts.

BUSTLER_01000101

HUMAN VEHICLES //

WARTHOG

THE PRIMARY GROUND TRANSPORTATION VEHICLE IS UNEQUIVOCALLY THE WARTHOG, A PLATFORM WHICH INCLUDES A MYRIAD OF VARIANTS, MOST OFTEN DIFFERENTIATED BY THEIR TURRET-MOUNTED WEAPON SYSTEMS.

FORCE APPLICATION VEHICLE

The Warthog is a four-wheel, all-terrain vehicle (ATV) manufactured by AMG Transport Dynamics for the UNSC and UEG, and license-built in a number of configurations for the civilian and security markets. They are constructed on a large, lightly armored frame, with heavy grade nanotube-lined wheels and a high-suspension system, bearing a towing winch with hooks somewhat resembling the tusks of an African wild boar (hence the vehicle's name). Fast, reliable, and without any rival in its class, the Warthog's renowned legacy paid huge dividends in the war against the Covenant, and remains the frontline ground transport of the UNSC.

WARTHOG_01000101

WARTHOG

M12 FORCE APPLICATION VEHICLE	
MANUFACTURER: AMG Transport Dynamics	**CREW:** 1 driver + 1 passenger
LENGTH: 20.6ft (6.3m)	**WIDTH:** 10.1ft (3.1m)
HEIGHT: 7.7ft (2.3m)	**WEIGHT:** 3.3 tons (3 tonnes)

ZETA_PATROL_01000101

The most prominent Warthog chassis currently in production is informally designated "M12B." While visually distinctive from earlier configurations, boasting a variety of modifications, including a significant update to its suspension system, the net difference is largely negligible to most operators. The M12B bears only minor mechanical alterations and most of its components are interchangeable. What makes the Warthog so versatile is its pneumatically powered swivel mount that allows almost limitless turret configurations to be employed from the vehicle's bed, making the platform incredibly versatile.

FORCE APPLICATION VEHICLE

The secret to the Warthog's unrivaled success is its near-limitless capacity to actualize tactical solutions to the vast diversity of combat engagements encountered by UNICOM. Its powerful synthesis of speed, mobility, and arsenal mean that it can be deployed in almost countless applications and still yield consistently impressive results.

RAZORBACK_01000101

RAZORBACK

M15 LIGHT TACTICAL VEHICLE
MANUFACTURER: Misriah Armory
CREW: 1 driver + 5 passengers
LENGTH: 20.5ft (6.2m)
WIDTH: 10.1ft (3.1m)
HEIGHT: 8.3 (2.5m)
WEIGHT: 4.9 tons (5 tonnes)

The Razorback is a purpose-built, up-armored transport for high-threat environments, replacing most other Warthog personnel carriers both in Army and Marine service. In addition to armed variants using standard weapons systems, command-and-control electronic warfare, and surveillance equipment packages are all undergoing field trials. Its employment during engagements on Zeta Halo has been a significant factor in ground operations.

WARTHOG_LRV_01000101

WARTHOG LRV

M12 LIGHT RECONNAISSANCE VEHICLE

The most common series within the FAV platform is the M12 Light Reconnaissance Vehicle (LRV), fitted with a multi-barrel heavy machine gun on a pneumatically powered, 360-degree rotation turret. These Warthogs are typically outfitted with an M46 Light Anti-Aircraft Gun known as the "Vulcan." Although designed to engage enemy aircraft and close support targets, LRVs are usually leveraged against ground opposition and boast remarkable performance track records. With a nearly limitless array of service functions, Warthog LRVs are a crucial weapon in most UNSC ground campaigns.

ROCKET_HOG_01000101

ROCKET HOG

M12R LIGHT ANTI-AIRCRAFT VEHICLE

The versatility of the M12 stable can be clearly witnessed in its seamless incorporation of heavy weapon emplacements, such as the M79 Multiple Launch Rocket System. This twin-pod rocket launcher can fire clusters of up to six Argent V missiles, overwhelming enemy targets in a single salvo. Its exceptional proficiency is testified to by the unwillingness of Banished forces to commit aircraft into sectors with high concentrations of M12R Warthogs. A single Rocket Hog in the hands of an experienced team will decimate a Banished roadblock, while a hunter-killer convoy can swiftly raze even an outpost, leaving little meaningful resistance in its wake.

HUMAN VEHICLES //

WARTHOG

THE WARTHOG'S TRADITIONAL M12 CHASSIS STILL MAINTAINS A CONSIDERABLE PRESENCE IN UNSC ARMORIES ACROSS HUMAN-OCCUPIED SPACE, HAVING PROVEN ITSELF OVER AND AGAIN IN COUNTLESS BATTLES DURING THE COVENANT WAR.

WARTHOG_01000101

WARTHOG

All variants of the Warthog utilize hydrogen tanks that can power the vehicle for up to 490 miles (790 kilometers) before refueling. In field conditions, operators can also use the Graf/Hauptman solar-powered electrolysis and compression system to filter water or crack it into fuel. These features, coupled with a rugged in-field resiliency, speed, and highly versatile bed-mounted weapons platform, have allowed the Warthog to remain unequaled in performance, even within the often-harsh conditions of alien worlds.

VULCAN_01000101

VULCAN

The Warthog's LRV loadout always features some configuration of a light anti-aircraft gun (LAAG); this is most often the Vulcan, manufactured by Misriah Armory. While casually called "chainguns," the name is erroneous: the Vulcan is a triple-barreled, electric-powered, linkless, belt-fed weapon that fires M255 12.7 x 99mm HVE rounds. The one notable exception to this is the M49, formerly designated the M343A2 in field-testing, which featured five barrels and an augmented cowling to protect the barrel. The two most common Vulcans in production by Misriah Armory are still the M41 and the M46.

TROOP_HOG_01000101

TROOP HOG

M831 TROOP TRANSPORT

Instead of a bed-mounted weapon configuration, the Troop Hog features a protective roll cage and seating for up to four passengers in side-facing bench seats. A high-powered spotlight is also fitted to aid in search-and-rescue or extraction operations. While the passengers can generate an impressive amount of firepower (if properly equipped), they are also exposed to enemy attack and vulnerable to rollovers and other catastrophes. There are four subvariants of the Troop Hog: M831A, M831B, M831C, and M831D, all of which differ in minor ways.

ROCKET_HOG_01000101

ROCKET HOG

M12R LIGHT ANTI-AIRCRAFT VEHICLE

The most efficient anti-aircraft solution within the Warthog stable is easily the M12R LAAV, a slight refinement and variation on the earlier M12A1 and M12A2 anti-armor designs. The main distinction between formats is the transition from the single-mount launcher (such as the M39) to a Multiple Launch Rocket System (MLRS), like the M79 and the M80. Designed to neutralize airborne threats, the MLRS can send a concentrated volley of six 65mm Argent V rockets capable of tracking a target. The tactical utility of this arsenal, when paired with the Warthog's extensive maneuverability, is difficult to overstate.

GAUSS_HOG_01000101

GAUSS HOG

M12G1 LIGHT ANTI-ARMOR VEHICLE

Highly mobile anti-armor elements that are both effective and affordably mass-produced are extremely rare, which is one reason why the Warthog's M12G1 LAAV variant is so prodigious. Incorporating a mounted asynchronous linear-induction motor (ALIM) weapon system, known commonly as a Gauss cannon, the Warthog can launch M485 25 x 130mm HV/FTHPP rounds at hypersonic speeds, capable of penetrating even the most hardened, ultra-dense armor plating. By far the most common ALIM in production is the M68, which features half a dozen design variants. The M69 is the most recent addition, previously designated as the M555 in its trial stage. The Gauss Hog poses considerable risk to all enemy armor and matériel, and is often the first vehicle targeted on the battlefield.

VARIANTS

Some variation or permutation of the Warthog has been in service with Earth's military forces since the Z-12 prototype in early 2319. Over the last two centuries, the Warthog has proven to be an excellent platform for modifications and its relatively simple design means it can be locally produced on many worlds, allowing the emergence of even civilian iterations for those who can afford them.

While formal designations for different weapon configurations apply as they appear on orders-of-battle and other records, in actuality, weapons can be easily swapped or removed with minimal tooling and equipment. There are many functional variations that exceed the definition parameters of the M12 FAV, but all are still considered Warthogs.

M862 is an extreme-environment variant commonly called the "Arctic Hog," featuring an enclosed cabin and quad-tracks instead of wheels.

M864 utilizes structural and performance systems to counter extreme cold conditions, yet maintains standard wheels.

M868 is often called the "Tropic Hog," featuring camouflage packages and designed for high mobility within dense terrain.

M914 is known as the "Recovery Transport," and is designed for the extraction of light scouting vehicles but can be used as a mobile repair bay for field modifications and replacement of damaged components.

HUMAN VEHICLES //

LIGHT SCOUTING VEHICLES

THE NATURE OF GROUND ENGAGEMENTS NECESSITATE VEHICLE-ASSISTED SCOUTING AND RECONNAISSANCE IN ORDER TO ASSESS ENEMY STRENGTH. THE UNSC'S DIVERSE STABLE OF LIGHT STRIKE AND ALL-TERRAIN VEHICLES FILL THIS ROLE. THEIR MANEUVERABILITY AND COMPACT SIZE MAKE THEM VIRTUALLY IMPERATIVE.

MONGOOSE_01000101

MONGOOSE

M290 ALL-TERRAIN VEHICLE
MANUFACTURER: AMG Transport Dynamics
CREW: 1 driver + 1 passenger
LENGTH: 11.6ft (3.5m)
WIDTH: 6.6ft (2m)
HEIGHT: 5.7ft (1.8m)
WEIGHT: 895lbs (406kg)

The M290 Mongoose is a swift, highly mobile, light ATV used for the outland recon of enemy positions and strength, as well as the transportation of personnel and matériel. The Mongoose's greatest utility is not found in its top speed, but rather in its nimble and steady maneuverability, even across the most challenging of terrain. If the rear-positioned passenger is well-armed, the M290 can become particularly formidable in combat, a deft balance of low visual signature with aggressive firepower.

M274R_01000101

M274R ULATV

Favored by planetary defense units in the UNSC Army, the M274R Mongoose is rugged, bearing a heavier chassis and more stable suspension than previous designs, which allows for improved mobility and control during recon movements.

M274_01000101

M274 ULATV

The preferred Mongoose of the UNSC Marine Corps during the Covenant War, the M274's design emphasizes quick acceleration and maneuverability in combat scenarios, featuring a more aerodynamic chassis. The M274 has several variants designated for different terrain types.

GUNGOOSE_01000101

GUNGOOSE

M290-M ALL-TERRAIN VEHICLE
MANUFACTURER: AMG Transport Dynamics
CREW: 1 driver + 1 passenger
LENGTH: 11.6ft (3.5m)
WIDTH: 6.6ft (2m)
HEIGHT: 5.7ft (1.7m)
WEIGHT: 1,078lbs (489kg)

One of the most remarkable variations in the UNSC's fleet of ATVs, the Gungoose is a broad category of Mongoose variants which feature fully-integrated, front-mounted weapons. Using these, able-bodied drivers with a steady aim can effect significant damage on both enemy infantry and armor. The two most prominent versions of this are the M290-M, with twin-firing, fully automatic XM520 Light Grenade Launchers, and the M274-M, with a pair of machine-linked M67 Light Anti-Infantry Machine Guns.

JACKRABBIT_01000101

JACKRABBIT

M121 LIGHT STRIKE VEHICLE	
MANUFACTURER: Misriah Armory	**CREW:** 1 driver
LENGTH: 18 ft (5.5m)	**WIDTH:** 8.8ft (2.7m)
HEIGHT: 7.5 ft (2.3m)	**WEIGHT:** 1,800lbs (816.5kg)

With a maximum speed of 110 mph (177 kph) on open terrain, the Jackrabbit is an astonishingly fast scout vehicle deployed for both reconnaissance operations and high-impact raids. At first blush, the Jackrabbit appears to be a lightly armored bike, but when decelerating the front splits into two separate wheels, forming a tripod to retain stability, a configuration that is reversed when sudden bursts of speed are required. The Jackrabbit can also be upgraded to incorporate a number of swivel-mounted weapons, including an automatic rapid-fire grenade launcher that utilizes dual-purpose fragmentation munitions.

DRONE SUPPORT

The Jackrabbit is often coupled with a roving support drone, such as the MQ-96, allowing it to assess and probe enemy defenses for vulnerabilities, even when substantially removed from the UNSC's local support network. The Jackrabbit can then make incisive strikes against enemy matériel and coordinate with larger UNSC forces to engage in hit-and-run or diversionary tactics.

SIEGE BIKE

An intriguing vehicle in the catalog of ONI's REAP-X program, this experimental siege bike is a fast, single-traction ATV, explicitly designed to soften enemy fortifications and create breaches that can be exploited in the melee of groundside conflict. The siege bike's deft weight-responsive maneuverability is a product of reverse-engineered gravitic modules retrieved from a Covenant ship debris field.

HUMAN VEHICLES //

HEAVY ARMOR

PLANETARY DEFENSE DEMANDS AN EXTENSIVE USE OF TANKS AND OTHER ARMORED VEHICLES, COMBINING HIGH LEVELS OF PROTECTION WITH EXTRAORDINARY FIREPOWER. ALTHOUGH NOT AS QUICK AS THEIR COUNTERPARTS WITHIN THE COVENANT OR BANISHED, THE UNSC'S MAIN BATTLE TANKS ARE, IN MANY CASES, TACTICALLY SUPERIOR TO THEIR MORE TECHNOLOGICALLY ADVANCED OPPONENTS.

SCORPION_01000101

SCORPION

M808C MAIN BATTLE TANK		
MANUFACTURER: Acheron Security	**CREW:** 1 operator + 1 gunner (optional)	**LENGTH:** 33.1ft (10.1m)
WIDTH: 25.1ft (7.7m)	**HEIGHT:** 14.5ft (4.4m)	**WEIGHT:** 66 tons (59.9 tonnes)
ARMAMENT: 1x 90mm M512 smoothbore tank gun, 1x 7.62mm M247T machine gun		

Among all heavy armor in the UNSC's arsenal, the Scorpion is unrivaled in raw firepower and sheer resilience. The tank's rugged, adaptable design has changed little from its origins at the dawn of human interstellar colonization and it has remained in service due a combination of affordability, simplicity, and versatility. The Scorpion's functional uses are numerous and varied, though the UNSC predominantly employs it for direct assault, localized defense, and anti-armor operations. The iconic "Charlie" Scorpion was produced in vast numbers during the war with the Covenant, and now it plays a dominant role in the conflicts that follow. Possessing an M512 smoothbore cannon for anti-tank and anti-fortification purposes and a pintle-mounted M247T medium machine gun, it's widely considered the apex of the UNSC's main battle tank design.

M808B SCORPION utilizes a coaxial M231 medium machine gun, and early production models were fitted with two stations splitting the role of driver and gunner.

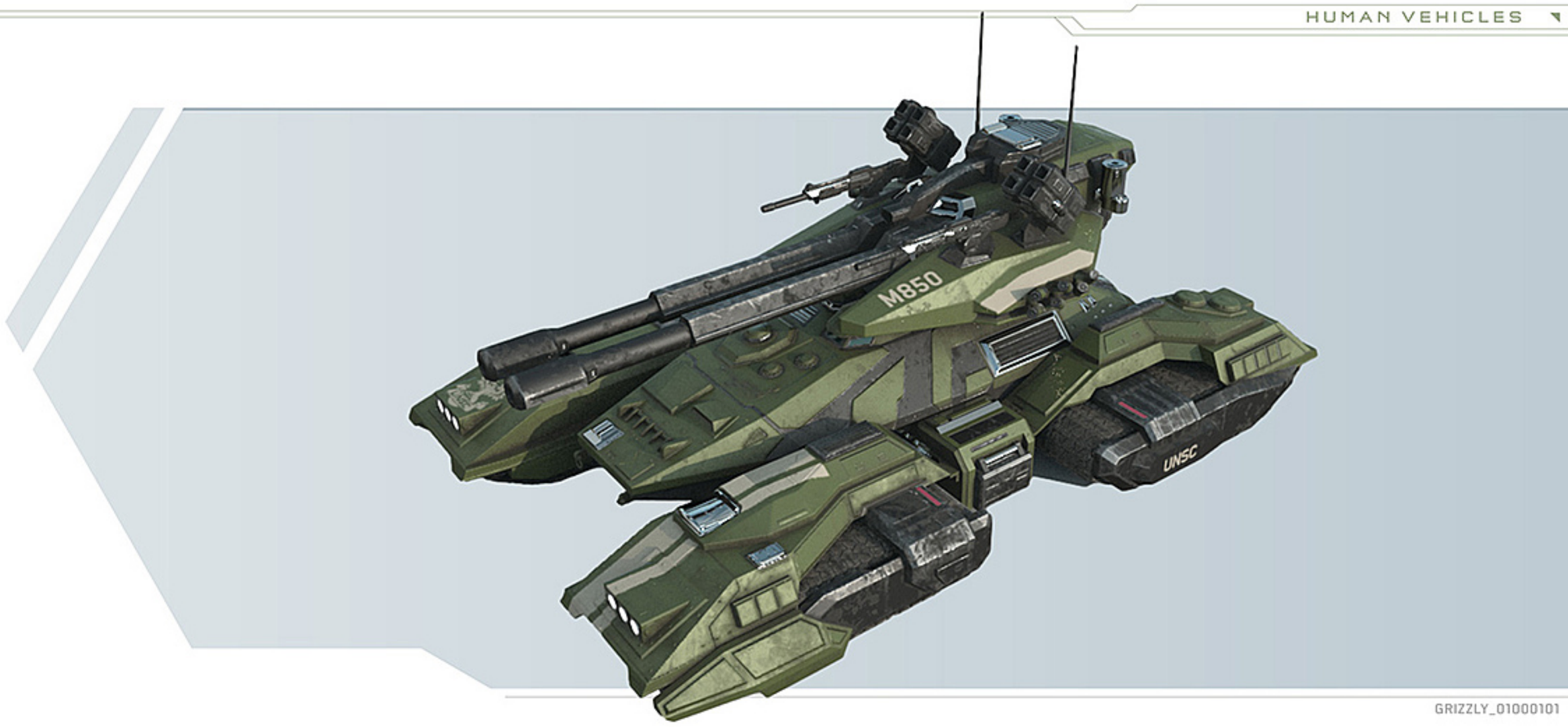
M808B2 SUN DEVIL is armed with two twin-linked 40mm autocannons. Ostensibly an anti-aircraft vehicle, the Sun Devil was used in an anti-personnel role during the Insurrection.

M808B3 TARANTULA mounts two pods on either side of the turret that can fire clusters of hypervelocity 4mm x 178mm Scimitar rockets. The Tarantula's rigid maneuverability ultimately led to it being phased out by the Scorpion during the Covenant War.

M820_01000101

M820 MAIN BATTLE TANK	
MANUFACTURER: Chalybs Defense Solutions	**CREW:** 1 operator + 1 gunner
LENGTH: 33.6ft (10.2m)	**WIDTH:** 27.8ft (8.5m)
HEIGHT: 18.7ft (5.7m)	**WEIGHT:** 35 tons (31.7 tonnes)
ARMAMENT: 1x 150mm M990 ETC tank gun, 1x 7.62mm M247T machine gun	

The M820 Scorpion is just as adept as its predecessors, but represents a new weapon platform without decades of deferred technology revisions and historical compromises. The single most significant improvement is the M990 electrothermal-chemical 150mm smoothbore cannon, reducing enemy armor to debris in mere seconds.



GRIZZLY_01000101

GRIZZLY

M850 MAIN BATTLE TANK	
MANUFACTURER: Chalybs Defense Solutions	**CREW:** 1 operator + 1 gunner
LENGTH: 40.2ft (12.3m)	**WIDTH:** 27.5ft (8.4m)
HEIGHT: 23.6ft (7.2m)	**WEIGHT:** 71.4 tons (64.8 tonnes)
ARMAMENT: 2x M310 120mm smoothbore cannons, 2x 7.62mm M247T coaxial machine gun, 2x S1 90mm canister shell launcher	

As the UNSC's premier heavy assault tank, the Grizzly is only employed in combat situations that require overwhelming offensive firepower and near-invulnerability in a single package. While its impressive armor can withstand multiple strikes by anti-tank weapons, its true worth is found in its twin M310 120mm smoothbore cannons and deafening array of anti-infantry machine gun turrets.

RHINO_01000101

KODIAK_01000101

RHINO

M145D MOBILE ARTILLERY ASSAULT PLATFORM	
MANUFACTURER: Chalybs Defense Solutions	**CREW:** 1 operator
LENGTH: 51.3ft (15.6m)	**WIDTH:** 29.4ft (9m)
HEIGHT: 12.4ft (3.8m)	**WEIGHT:** 84.4 tons (76.6 tonnes)
ARMAMENT: 1x 320mm XM4600 Zeus plasma munition howitzer	

The M145D Rhino was an early success in reverse-engineering efforts of Covenant technology using captured heavy fuel rods in a modified artillery shell fired from a custom-built howitzer. Coined the "Zeus," the platform's brutally effective 320mm XM4600 could unleash a powerful barrage of plasma at its targets—ultimately proving that humans could decisively turn the weapons of their enemies back on them.

KODIAK

M400 ARTILLERY SYSTEM	
MANUFACTURER: Hannibal Weapon Systems	**CREW:** 1 driver + 2 gunners
LENGTH: 59.7ft (18.2m)	**WIDTH:** 46.2ft (14.1m) deployed
HEIGHT: 21.3ft (6.5m)	**WEIGHT:** 45 tons (40.8 tonnes)
ARMAMENT: 1x 152mm M4131 rapid-fire howitzer	

Although slow and seemingly ponderous, the Kodiak is a terrifying weapon once it has found an optimal firing position and locked down to deploy the vehicle's M4131 rapid-fire howitzer. This unrelenting siege cannon uses an electromagnetic catapult-assist system and is capable of firing standard 152mm artillery rounds as well as specialized payloads, such as drones and precision-guided munitions.

HUMAN VEHICLES //

HEAVY ARMOR

BEYOND CONVENTIONAL TANKS, THE UNSC EMPLOYS A DIVERSE RANGE OF HEAVY ARTILLERY VEHICLES AND ARMORED PERSONNEL CARRIERS THAT PROVIDE SOLUTIONS TO AN ARRAY OF COMBAT SCENARIOS. OVER THE LAST FEW DECADES, THESE MACHINES HAVE PROVEN INDISPENSIBLE AGAINST SUPERIOR MECHANIZED FORCES, SUCH AS THOSE UTILIZED BY BOTH THE COVENANT AND THE BANISHED.

WOLVERINE_01000101

WOLVERINE

M9 MAIN ANTI-AIRCRAFT TANK	
MANUFACTURER: Ushuaia Armory	**CREW:** 1 driver + 2 gunners
LENGTH: 25.9ft (7.9m)	**WIDTH:** 14.5ft (4.4m)
HEIGHT: 14.9ft (4.5m)	**WEIGHT:** 12.5 tons (11.3 tonnes)
ARMAMENT: 2x 70mm M260 missile pods, 1x 60mm XM510 grenade launcher	

The Wolverine is a tactical air defense vehicle in the UNSC Army and Marine Corps, boasting an exceptional track record during the Covenant War and the conflicts that followed. The M260 launchers can fire a variety of munitions, but Argent V anti-aircraft missiles were easily the most common during the war. Although limited in range, Argent missiles are devastatingly effective against insurgent light aircraft and Banshees, both of which were challenging targets for the UNSC's larger interceptors. During its campaign on the Ark, *Spirit of Fire* used Wolverines to safeguard its activities from the Banished.

COUGAR_01000101

COUGAR

M35 ANTI-INFANTRY SUPPORT PLATFORM	
MANUFACTURER: Ushuaia Armory	**CREW:** 1 driver + 1 gunner + 1 systems op
LENGTH: 62.6ft (19.1m)	**WIDTH:** 32.8ft (10m)
HEIGHT: 30.9ft (9.4m)	**WEIGHT:** 114.6 tons (104 tonnes)
ARMAMENT: 2x M68 Gauss cannons, 1x M43 heavy machine gun	

The compact design of the Cougar is deceptive. While the vehicle is engineered for swift transit and high mobility, its arsenal is intended to deal excessive damage to enemy armor. Twin M68 gauss cannons are used to penetrate dense armor and fortified defenses, with a secondary machine gun to provide cover fire. The Cougar's performance placed it at the center of the UNSC's groundside campaigns during the Insurrection, engaging hostile forces within an enemy-occupied city.

COBRA_01000101

COBRA

SP42 MAIN BATTLE TANK	
MANUFACTURER: Misriah Armory	**CREW:** 1 driver + 1 gunner
LENGTH: 28.9ft (8.8m)	**WIDTH:** 17.2ft (5.2m)
HEIGHT: 14.8 (4.5m)	**WEIGHT:** 26 tons (23.6 tonnes)
ARMAMENT: 1x 105mm M98 light railgun, 2x 30mm M66 light railguns	

Introduced by the CMA in 2497, the Cobra was extensively utilized during CHARLEMAGNE to supplement the less agile Scorpion as a tank hunter and mobile gun system that could be quickly deployed against elusive insurrectionist threats. Its standard weapons were two M66 railguns, but these fold away and the heavier M98 deploys while in an immobile "lockdown" mode. The UNSC inherited most CMA SP42 units during the Covenant War, but did not continue their production.

MASTODON_01000101

MASTODON

M650 ARMORED PERSONNEL CARRIER	
MANUFACTURER: Misriah Armory	**CREW:** 2 operators + 20 passengers
LENGTH: 33.5ft (10.2m)	**WIDTH:** 19.7ft (6m)
HEIGHT: 16.4ft (5m)	**WEIGHT:** 40 tons (36.2 tonnes)
ARMAMENT: M41 Light Anti-Aircraft Gun	

The preferred armored personnel carrier of the UNSC Army and colonial defense units, the Mastodon represents the cutting edge of expeditionary and troop transportation, and is able to swiftly penetrate enemy lines and disperse infantry under the cover of a suppressive fire turret mount. Remarkably fast and maneuverable for its sheer size, the Mastodon can easily navigate impact-scarred battlefields, carrying up to twenty fully equipped warfighters to be deployed through side and rear hatches.

BISON_01000101

BISON

M88 ARMORED PERSONNEL CARRIER/TUNDRA FORMAT	
MANUFACTURER: Misriah Armory	**CREW:** 1 operator + 15 passengers
LENGTH: 24ft (7.3m)	**WIDTH:** 13.8ft (4.2m)
HEIGHT: 12.5ft (3.8m)	**WEIGHT:** 20.4 tons (18.5 tonnes)
ARMAMENT: 2x X54-2 Cryonic Displacement Emitters	

Common during CMA engagements of past generations, the Bison remains a highly versatile, light armored vehicle that still populates the armories of UNSC Army battalions and planetary militias. Due to its affordable manufacturing cost, ease-of-maintenance, and native adaptability to custom modifications, the Bison has often been utilized as a testbed for exotic and experimental weapon systems, such as the "Tundra Format," which employs a cryonic harness capable of immobilizing enemy assets.

GREMLIN_01000101

GREMLIN

XRP12 COMBAT SUPPORT VEHICLE	
MANUFACTURER: Materials Group	**CREW:** 1 driver + 2 gunners + 3 technicians
LENGTH: 32.1ft (9.8m)	**WIDTH:** 15.6ft (4.8m)
HEIGHT: 23.8ft (7.3m)	**WEIGHT:** 6.3 tons (5.7 tonnes)
ARMAMENT: 1x X23 NNEMP cannon	

The Gremlin is an unassuming combat support vehicle capable of releasing EMP strikes against enemy targets, downing their power systems and allowing allies to attack. The vehicle is built around the X23 Non-Nuclear Electromagnetic Pulse (NNEMP) Cannon, installed atop the truck in a full-rotation turret. As the X23 has a low rate of fire, the emitter assembly incorporates an in-line heavy laser that can fire between EMP attacks.

HUMAN VEHICLES //

MOBILE FORTRESSES

IN ENEMY-OCCUPIED TERRITORY, THE UNSC CAN EMPLOY AN ARRAY OF ARMORED TRANSPORTS DESIGNED TO CREATE LEVERAGE POINTS AT KEY JUNCTURES IN BATTLE. THESE RECOVERY VEHICLES AND SUPPORT PLATFORMS ARE SO MASSIVE AND WELL-ARMED THAT THEY CAN EFFECTIVELY FUNCTION AS FORWARD OPERATING BASES.

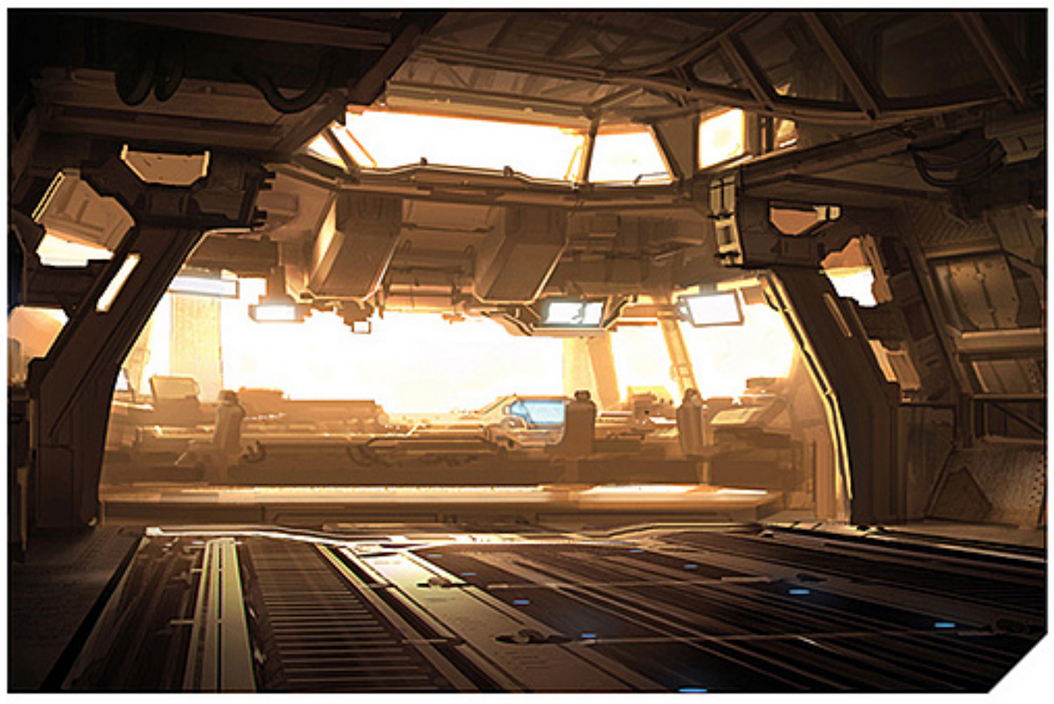
MAMMOTH_01000101

MAMMOTH

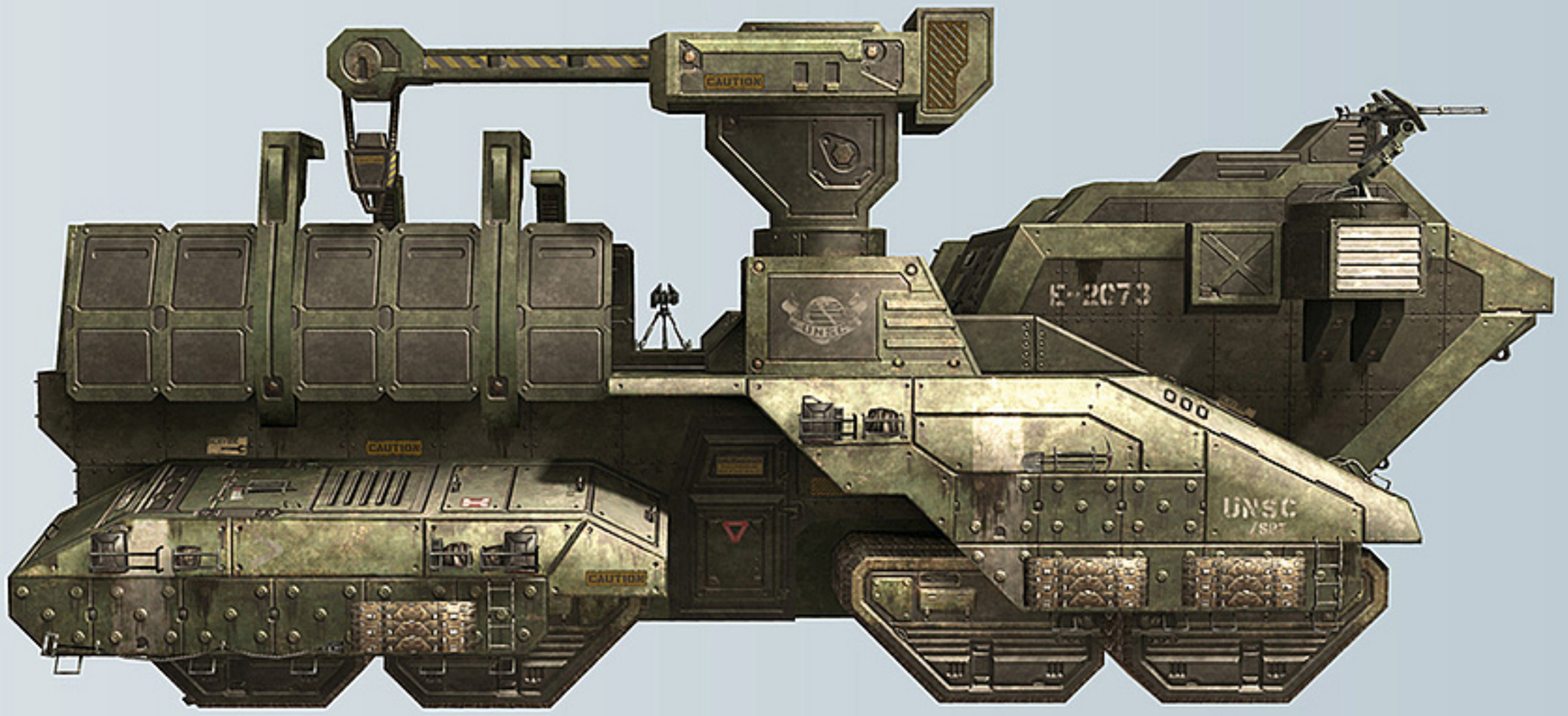
M510 MOBILE ANTI-AIRCRAFT WEAPONS PLATFORM
MANUFACTURER: Acheron Security
CREW: 3 crew + 30–35 passengers
LENGTH: 224.2ft (68.3m)
WIDTH: 107.6ft (32.8m)
HEIGHT: 89ft (27.1m)
WEIGHT: 484 tons (439.1 tonnes)
ARMAMENT: Mark 2547/35cm heavy rail gun, 2x M79 65mm multiple launch rocket systems

Within the UNSC's stable of ground vehicles, the Mammoth has no equal in size, firepower, or infantry deployment capabilities, making it one of the most powerful combat assets ever developed by mankind. This enormous machine carries a pair of mounted support weapons and numerous matériel caches, allowing it to serve as a mobile forward operating base, deploying infantry from a heavily protected position. Its design function, however, is that of a siegework, utilizing a topside heavy rail gun, affectionately referred to as a Mini-MAC, to ruthlessly neutralize enemy targets.

COMMAND_DECK_01000101



DEPLOYMENT_BAY_01000101



ELEPHANT_01000101

ELEPHANT

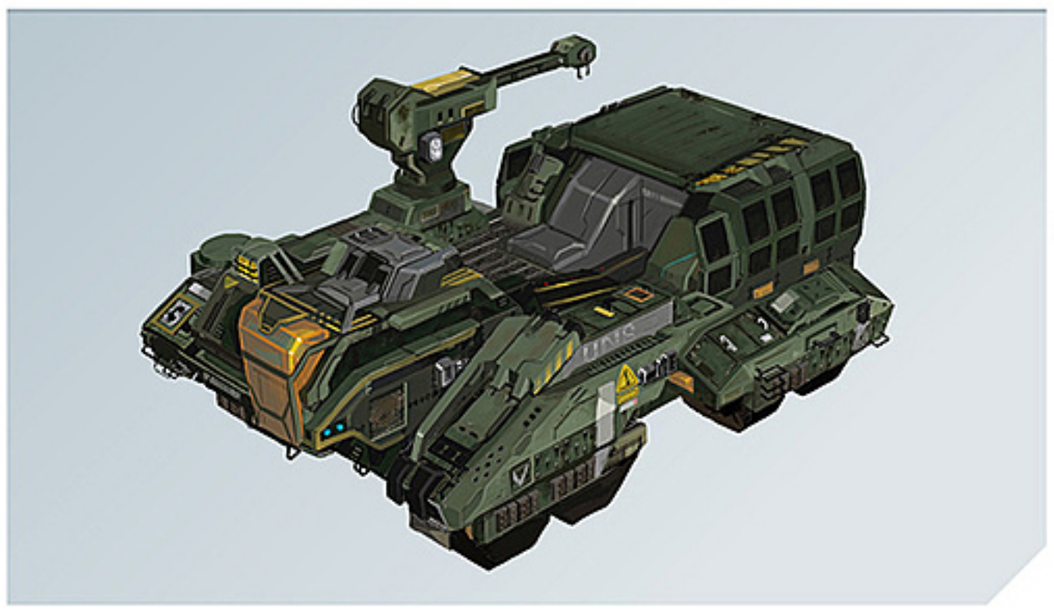
M313 HEAVY RECOVERY VEHICLE
MANUFACTURER: JOTUN Heavy Industries
CREW: 1 driver + 12–16 passengers
LENGTH: 84.3ft (25.7m)
WIDTH: 44.5ft (13.6m)
HEIGHT: 37.9ft (11.6m)
WEIGHT: 205 tons (186 tonnes)
ARMAMENT: 1x M41 light anti-aircraft gun, 2x AIE-486H heavy machine guns

The primary utility of the Elephant is support and recovery, retrieving damaged vehicles from behind enemy lines. Its heavily armored carriage and ground-anchoring systems allow it to secure and safely transport its cargo and crew across the most challenging terrain. With its Vulcan turret overwatch station, the Elephant can facilitate its MASR (Mobile, Assault, Support, and Recovery) role, allowing it to function as a highly defensible mobile logistics outpost. The Elephant's origins as a JOTUN utility vehicle mean it shares many components and design features with a variety of civilian vehicles in farming, mining, and other civilian contexts.

AEGIS_OPERATION_01000101

M312 ELEPHANT

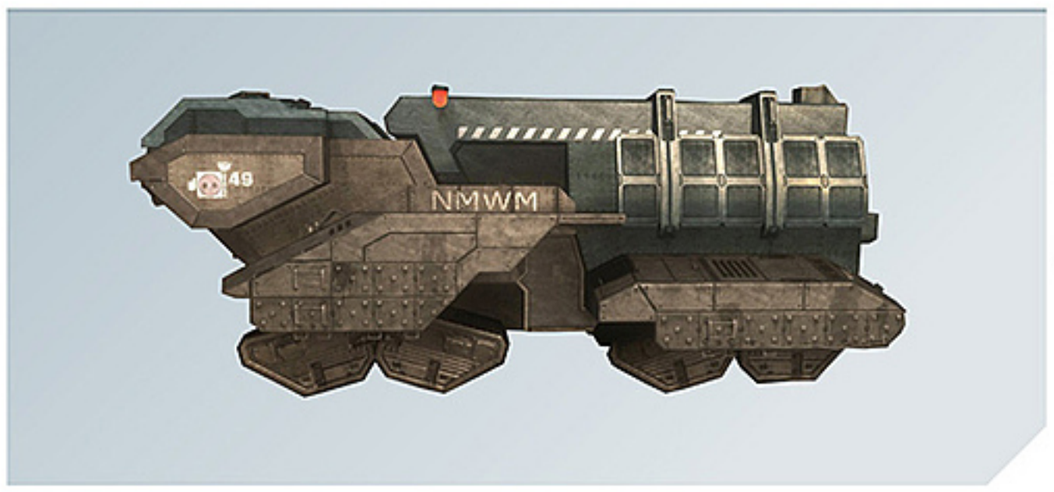
An earlier variant of the Elephant produced by JOTUN Heavy Industries was the M312, which features a completely enclosed cabin, with armor capable of protecting its passengers from most small arms fire before its troops are deployed into the battlefield.



M312_01000101

OLIFANT

The Municipal-Olifant 728 is one of 63 different JOTUN-developed Elephants used on Earth and other industrialized colonies. Significantly smaller than most military Elephants, the Olifant is designed to quickly and efficiently navigate a city's narrow streets. It nevertheless bears the overall silhouette of its larger siblings, though its chassis is completely enclosed and optimized for its civil functions, such as construction, maintenance, and waste management.



OLIFANT_01000101

HUMAN VEHICLES //

COMBAT WALKERS

INITIALLY DESIGNED AS MERE UTILITY LOADERS FOR FREIGHT WORK AND OUTLAND JOBS ON ENVIRONMENTALLY CHALLENGING COLONY WORLDS, THE EVOLUTION OF MECHS INTO FULLY FUNCTIONAL COMBAT ARMOR SYSTEMS HAS PROVIDED HUMANITY WITH SOME OF THE MOST POWERFUL TOOLS OF WAR IN THEIR ARSENAL.

MANTIS_01000101

MANTIS

HRUNTING/YGGDRASIL MARK IX ARMOR DEFENSE SYSTEM
MANUFACTURER: Materials Group
CREW: 1 operator
LENGTH: 9.3ft (2.8m)
WIDTH: 19ft (5.8m)
HEIGHT: 18.6ft (5.7m)
WEIGHT: 5.7 tons (5.2 tonnes)
ARMAMENT: M655 20mm rotary autocannon, M5920 missile launcher

The most prominent powered exoskeleton at the close of the Covenant War was the Mantis, a sleek and nimble, late-generation combat walker capable of skillfully navigating extremely difficult terrain. The dual effect of a highly advanced neural link between armor and pilot, and a formidable arsenal, which included a M655 20mm rotary autocannon and a five-chambered M5920 missile launcher, makes the Mantis nigh untouchable in the hands of a talented operator.

COMMAND MANTIS

Upgraded variants of the Mark IX became more widespread in the years following its introduction, the most notable being the Command Mantis. Though variety exists in its arsenal, most utilize high-precision weapons such as laser cannons and employ energy shielding. Jerome-092 personalized his own Mark IX, referring to it as "Theseus."

COLOSSUS_01000101

COLOSSUS

HRUNTING/YGGDRASIL MARK II [J] ARMOR DEFENSE SYSTEM
MANUFACTURER: Materials Group/Hannibal Weapon Systems
CREW: 1 operator
LENGTH: 9.3ft (2.8m)
WIDTH: 19ft (5.8m)
HEIGHT: 29.5ft (9m)
WEIGHT: 12.5 tons (11.3 tonnes)
ARMAMENT: Mark 2555/20cm heavy rail gun, M193LP 20mm autocannon

The largest and most powerful combat exoskeleton in active production by the UNSC is the Colossus, a towering machine that utilizes a hyper-advanced neural link and reverse-engineered Covenant technology to make it a virtually unstoppable asset. While its weapons system is entirely modular, the Colossus's arsenal generally includes a heavy rail gun and a 120mm autocannon, a vicious pairing that contribute to its deadly reputation in the field. In addition to this, its armor is reinforced by a SVALINN Series 02 Interim Protective Kit, an energy shielding system that is a result of extensive research gleaned directly from alien hardware.

CYCLOPS_01000101

CYCLOPS

HRUNTING MARK III [S] EXOSKELETON
MANUFACTURER: Hannibal Weapon Systems/Lethbridge Industrial
CREW: 1 operator
LENGTH: 11.2ft (3.4m)
WIDTH: 15.7ft (4.8m)
HEIGHT: 16.1ft (4.9m)
WEIGHT: 5 tons (4.5 tonnes)

Originally conceived of as a utility loader and engineering rig, the Cyclops could carry out a diverse number of tasks with modular toolsets fixed to its arms. Now, however, those same arms are fitted with autocannons and defoliant projectors capable of wreaking havoc on enemies. The most impressive aspect of the Mark III is the sheer diversity of its uses, having nearly a dozen variations in production, including several unique designs fabricated aboard the UNSC *Spirit of Fire*.

COMBAT_WALKER_01000101

MADE FOR WAR

Although starting from a relatively humble beginning as utility loaders and maintenance frames, 26th century exoskeletons and armor defense systems now fill specialized roles in the UNSC order of battle as highly mobile weapon platforms. With few exceptions, all existing systems have been upgraded to take advantage of direct neural interface controls and vehicle synchronization links for superior situational awareness and virtual proprioception, but also have fallbacks for more conventional controls and movement assistance. Operations in heavy clutter, however, such as urban environments or other confined contexts, are not optimal without direct control. Because of their training, implants, and superior reaction times, Spartans are the optimal operators of combat walkers, and it has not escaped notice that it is possible to create walkers that use a Spartan's Mjolnir armor to offload the most complex and expensive components, at the cost of general utility.

UNSC exoskeletons are outfitted with a dizzying array of weapons systems and defensive components, making them extraordinarily formidable in combat. With the capacity to accommodate nearly limitless configurations, armor defense systems like the Cyclops have seen dozens of variants deployed across a seemingly ever-increasing range of operations, modified for almost any conceivable combat or policing scenario. The platform's staggering adaptability, its extensive functional range, and the ease with which it can traverse a wide variety of terrains, have all given it considerable favor on the frontline, especially in rugged, hostile outworld environments. With a proficient operator at the controls, they are capable of dealing significant damage to the enemy.

HUMAN VEHICLES //

PELICAN

THE MAIN DEPLOYMENT VEHICLE OF THE UNSC IS UNQUESTIONABLY THE PELICAN DROPSHIP. AMONG SPACEFARING CRAFT, IT HAS NO EQUAL IN TRANSATMOSPHERIC MANEUVERABILITY OR IN FUNCTIONAL VERSATILITY, AND ITS PRESENCE IN THE SKIES IS VIRTUALLY SYNONYMOUS WITH ANY MAJOR UNSC CAMPAIGN.

WORKHORSE OF THE SKY

Aerospace dropships like the Pelican are predominantly used for planetary deployment, ferrying personnel, supplies, and matériel between the surface of a given world and a mothership in orbit. Despite this seemingly rudimentary function, the impact such vessels have had on humanity's survival is almost immeasurable. Whether in the establishment of fully functional, strategically located bases through personnel and supply drops, or in the countless extractions from enemy-besieged worlds, Pelicans are an essential facet of the UNSC's war methodology.

PELICAN_01000101

PELICAN

DROPSHIP 77 - TROOP CARRIER	
MANUFACTURER: Misriah Armory	**CREW:** 3 crew + 10–14 passengers
LENGTH: 110.9ft (33.8m)	**WIDTH:** 82.9ft (25.3m)
HEIGHT: 36.5ft (11.1m)	**WEIGHT:** 152.1 tons (138 tonnes)
ARMAMENT: 1x M370 70mm autocannon, 2x Anvil missile launchers, 1x M247 machine gun turret (optional)	

OVERWATCH_01000101

The Pelican is the UNSC's primary method of troop and equipment deployment. Although capable of carrying up to 30 passengers, the dropship's wall-mounted seating configuration is optimized for 10–14 fully equipped UNSC personnel, and is able to quickly deploy from the Pelican's cargo bay. Using a magnetic anchor, the Pelican's tail boom can tow a full range of UNSC ground vehicles, including Warhogs and Scorpions. The Pelican boasts dense armor-plating, an arsenal designed for suppressive and covering fire, as well as the ability to swiftly conduct transit both in and out of atmosphere, making it a remarkably adaptable aerospace craft. Most Pelicans function with a limited arsenal: a single chin-mounted autocannon or rotary cannon and a missile pod configuration underneath each wing, while others have been modified with more aggressive weapon systems, including exterior gunner pods and mounted machine guns which guard the cargo bay door.

PASSIVE FEATURES

Due to their tactical significance, Pelicans employ a full suite of UNSC computer systems onboard. Their tactical and logistical systems are shielded against most electromagnetic pulse interference and can detect or jam a variety of hostile signals.

MAJOR VARIANTS

Although built predominantly for war, the profound utility of the Pelican to safely transport personnel within its troop bay and cargo underslung on its empennage have made it somewhat ubiquitous in the civilian sector and led to an array of variations from Misriah Armory. This includes both municipal and expeditionary craft, as well as heavy weapons modifications, effectively transforming them into legitimate gunships.

D79H-TC_01000101

DROPSHIP 79 HEAVY - TROOP CARRIER

A break from the Pelican's traditional design schema that features significant changes its to airframe, including separate cockpits for its crew and a heavily modified thruster configuration to improve handling in-atmosphere. The D79 format incorporates the GAU/53 70mm autocannon on its nose, and in most cases a rear bay-mounted heavy machine gun to cover personnel as they are deployed. This variant was widely used by the UNSC *Infinity* in the years following the war, but has yet to unseat the functional preeminence of the D77.

G79H-TC/MA_01000101

GUNSHIP 79 HEAVY - TROOP CARRIER/MOBILE ARMORY

An aggressively weaponized variant of the D79 includes a dorsal-mounted M369 90mm cannon and M8C nonlinear cannon, in addition to the standard GAU/53 70mm heavy autocannon—essentially forging it into a gunship. Two rear-flank bucket seats also allow passengers to fire M410 dual heavy machine guns, giving the gunship a full-range of coverage. Though its weapon systems are viewed as excessive, the G79 was a critical asset during the UNSC's campaign on Requiem.

D77H-TCI_01000101

DROPSHIP 77 - HEAVY-TROOP CARRIER/INFANTRY

As a dominant Pelican for decades, the D77H-TCI features a versatile airframe, a power-efficient thruster configuration, and dense ablative armor for quick-transfer deployments deep into enemy-occupied territory. Its standard armament includes integrated Anvil-II missile pods and a rear-bay-positioned machine gun turret to provide sufficient suppressive fire for loading or offloading personnel in contested sites. Like the traditional D77 used during the war, the D77H features an extraordinary level of versatility with regard to its arsenal, but parts with its forebearer in a variety of ways, including vertically staggered cockpit seats for its crew.

D77C_01000101

DROPSHIP 77 CIVILIAN

A growing number of civilian variants of the Pelican are utilized by authorized corporations and local government agencies (such as the New Mombasa Police Department). These modified versions forgo most integrated weapon systems and instead employ a surfeit of instrumentation to effect whatever their designated function might be. In most cases, these include clusters of optical sensors and scanning equipment, or simply the capacity to safely and quickly transport personnel and equipment across vast distances, as was the case with Liang-Dortmund's D79 on Meridian.

HUMAN VEHICLES //

DROPSHIPS

DROPSHIPS ARE TRANSATMOSPHERIC SHUTTLES THAT CARRY PERSONNEL AND CARGO FROM ORBIT TO A PLANET'S SURFACE, THEN BACK AGAIN. MOST ARE UNARMED, UNGAINLY, AND LACK ANY DEFENSIVE OPTIONS, BUT TACTICAL AEROSPACE LIFTERS—COMBAT DROPSHIPS—ARE ESSENTIAL FOR OPERATIONS IN CONTESTED AEROSPACE ENVIRONMENTS.

OWL_01000101

OWL

D102 INSERTION CRAFT
MANUFACTURER: Misriah Armory
CREW: 1 pilot + 20 passengers
LENGTH: 85ft (25.9m)
WIDTH: 70ft (21.3m)
HEIGHT: 20ft (6m)
WEIGHT: 123.5 tons (112 tonnes)
ARMAMENT: 1x M370 autocannon, 2x Argent V missile deployment system, 2x Anvil-II missile pods

Designed as a possible successor to the ubiquitous Pelican by ONI and NAVSPECWAR, the Owl was built with speed and stealth in mind. Although it is very similar in functional operation, Owls lack the extraordinarily expensive stealth coatings and countermeasures used by ONI subprowlers, but require far less specialized maintenance and operational training, making them more suitable for use in the wider UNSC. Delays and reallocation of limited resources meant that the Owl was not accessible through standard production channels until 2550, with only a handful of units having access to it.

CONDOR_01000101

CONDOR

G81 LONG-RANGE TRANSPORT	
MANUFACTURER: Misriah Armory	**CREW:** 1 pilot + 1 copilot + 15–20 personnel
LENGTH: 140.4ft (42.8m)	**WIDTH:** 82.6ft (25.2m)
HEIGHT: 42.5ft (13m)	**WEIGHT:** 172 tons (156 tonnes)
ARMAMENT: 1x M340 40mm autocannon	

The Condor is built using an elongated Pelican fuselage and leverages nearly all of the original aircraft's flight systems, engines, and structural spars. The extended empennage contains the Mission Package, which mounts a slipspace drive and four engine pods. Military Condors retain the chin cannon and can leverage an impressive number of weapon modifications based on operational parameters, but civilian variants are unarmed and lack a fire control system, though they still incorporate wing hardpoints, which can be used for fuel tanks, sensors, or cargo pods.

DARTER_01000101

DARTER

D82 EQUIPMENT SUPPLY TRANSPORT	
MANUFACTURER: Vosper Engineering	**CREW:** 1 pilot + 1 cargo chief (optional)
LENGTH: 77.7ft (23.7m)	**WIDTH:** 31.9ft (9.7m)
HEIGHT: 28.9ft (8.8m)	**WEIGHT:** 136.7 tons (124 tonnes)
ARMAMENT: N/A	

The Darter is a medium-lift utility dropship that serves as the primary logistical support vehicle for UNSC expeditionary operations. Though not intended for operations that involve direct combat, its countermeasures package and agility allow it to drop into contested landing zones that would be extremely challenging for larger and slower dropship transports such as the Albatross or Heron.

ALBATROSS_01000101

ALBATROSS

D96 TROOP CARRIER, EQUIPMENT	
MANUFACTURER: Ushuaia Armory	**CREW:** 1 pilot + 2 crew + 50 passengers
LENGTH: 120.8ft (36.8m)	**WIDTH:** 63.2ft (19.3m)
HEIGHT: 44.2ft (13.5m)	**WEIGHT:** 166.4 tons (151 tonnes)
ARMAMENT: N/A	

The Albatross is a boxy, workhorse dropship with a blast-shield protected cabin and four fusion rocket boosters. Without cargo, the Albatross is fast and mobile, but when carrying a full load, the vehicle is notoriously difficult to fly, especially within atmosphere. Upon landing, the cargo bay opens outward, allowing troops and matériel to roll-on, roll-off (RO/RO) before the hatches close and the vessel swiftly departs. Albatrosses are not combat vehicles and are reserved for usage well away from the frontline.

HERON_01000101

HERON

D20 HEAVY LIFT VEHICLE	
MANUFACTURER: Conklin AeroDynamix	**CREW:** 1 pilot + 1 copilot + 1 cargo chief + 1 flight engineer
LENGTH: 418.8ft (127.7m)	**WIDTH:** 295ft (89.9m)
HEIGHT: 97.2ft (29.6m)	**WEIGHT:** 4,777 tons (4,334 tonnes)
ARMAMENT: N/A	

The Heron is a superheavy dropship capable of deploying prefabricated basing modules or multiple vehicles and is sufficient to create a UNSC military foothold in even the most challenging terrain. Often referred to as the "big brick" due to its distinctive, non-streamlined exterior, the bulk of the Heron's fuselage is a massive cargo hold, with a cockpit, four massive lift engines, and high-power fusion thrusters attached.

DEPLOYMENT_01000101

HUMAN VEHICLES //

REENTRY MEASURES

ALTHOUGH DROPSHIPS ARE THE STANDARD METHOD FOR PLANETARY REENTRY, OTHER LESS CONVENTIONAL OPTIONS ARE AVAILABLE, WHETHER DUE TO EXPLICIT STRATEGIC VALUE OR SIMPLY TO ESCAPE THE IMPENDING DEMISE OF A WOUNDED STARSHIP.

M8900_01000101

M8900 SOEIV
MANUFACTURER: Ushuaia Armory
CREW: 1 passenger
LENGTH: 16.4ft (5m)
WEIGHT: 0.49 tons (0.5 tonnes)
NOTES: High acceleration. Armored windows. Armored prow.

M8823_01000101

M8823 HEV
MANUFACTURER: Ushuaia Armory
CREW: 1 passenger
LENGTH: 17.9ft (5.5m)
WEIGHT: 0.86 tons (0.87 tonnes)
NOTES: Heavily armored. No windows (internal monitors).

DROP PODS

Engaging an occupying enemy force from an orbital position may necessitate the use of individual drop pods, a methodology popularized by the Orbital Drop Shock Troopers. A typical ODST combat drop consists of dozens–even hundreds–of drop pods deployed in quick succession by a spacecraft undergoing evasive maneuvers. These pods vector to multiple landing zones on autopilot-controlled tracks that minimize their exposure to enemy attack and detection. After the pod touches down in a "controlled crash," the hatch is expelled by explosive bolts and the occupant can immediately begin engaging the enemy. The tactical advantages of orbital deployment are effectively inestimable. The design and manufacturing of human drop pods occurs in two major delineations: Single Occupant Exoatmospheric Insertion Vehicle (SOEIV) or Human Entry Vehicle (HEV).

M7650 HEV: Though not the oldest drop pod in service at the outbreak of the Covenant War, it was an obsolete design with a reputation for unreliability.

M8823 HEV: Entering service in 2461, the M8823 is a classic drop pod design used by both the CMA and UNSC since the Insurrection. It was used in large numbers throughout the Covenant War, particularly on smaller vessels that did not typically transport dedicated ODST groups.

M8900 SOEIV: The M8900 was the preferred drop pod for ODST units in the latter years of the Covenant War. It is significantly faster than the M8823 in orbital maneuvering and broadly considered the best pod for drops into areas defended by enemy anti-aircraft batteries.

M9407 SOEIV: A modern drop pod that incorporates a number of improvements, including more reliable in-flight communications, limited inertial compensation, compatibility with gravitic catapult launch tubes, and significantly improved structural integrity. The internal harness is also highly configurable, with hookups and system interlinks compatible with the latest ODST battledress and Spartan Mjolnir variants.

M9407_01000101

LIFEBOATS AND SHUTTLES

Lifeboat shuttles are small spacecraft used for short-range personnel transfers, ship hull surveys, and emergency evacuations. They are fully rated for atmospheric entry and can effect safe transport to a world's surface when necessary. The most common lifeboats currently in production are Lacewing-IIs, Queen Bees, and the prodigious Bumblebee.

BUMBLEBEE_01000101

BUMBLEBEE

SKT-9 ENCLOSED HEAVY LIFEBOAT	
MANUFACTURER: Vosper Engineering	**CREW:** 1 pilot + 8 passengers
LENGTH: 34.6ft (10.5m)	**WIDTH:** 17.2ft (5.2m)
HEIGHT: 13.3ft (4m)	**WEIGHT:** 14 tons (12.7 tonnes)

The Bumblebee can hold up to eight passengers and has a pilot control station, though by default it uses a simple escape-and-evasion auto-pilot routine after boosting away from its host vessel. It is classified as a medium-endurance (Class 3) vehicle, with 126 person-days of life support. In atmosphere, the Bumblebee makes a controlled crash landing with aerobraking panels and drogue chutes.

JUMP-JET PACK

Required training for any space-active combat elements includes jump-jet mobility, whether for extra-vehicular activity, to scale vertically composited environs or, in the case of a fully armored Spartan, reentry into a planet's atmosphere. Single operation lift apparatuses have evolved dramatically over twenty sequential generations of development, but the jet packs most commonly employed by the UNSC are produced by Lethbridge Industrial.

SERIES_12_01000101

SERIES_8_01000101

HUMAN VEHICLES //

GROUND SUPPORT AIRCRAFT

COMBAT AERODYNES AND VERTICAL TAKE-OFF AND LANDING (VTOL) GUNSHIPS OFTEN PROVIDE THE FIRST LINE OF DEFENSE ONCE AN ENEMY HAS ESTABLISHED A PLANETARY FOOTHOLD, THESE CRAFT ARE CAPABLE OF DEALING THE OPPOSITION EXTRAORDINARY FIREPOWER FROM THE SKY.

FALCON_01000101

FALCON

UTILITY HELICOPTER-144
MANUFACTURER: Misriah Armory
CREW: 1 pilot + 5 passengers
LENGTH: 37.5ft (11.4m)
WIDTH: 32.8ft (10m)
HEIGHT: 13.6ft (4.1m)
WEIGHT: 15.3 tons (13.9 tonnes)
ARMAMENT: 1x M638 20mm autocannon, 2x Attack/M460 40mm automatic grenade launcher, 2x Support/M247H 12.7mm heavy machine gun

A highly versatile, transverse-rotor multipurpose utility helicopter, the Falcon is a powerful tool in the hands of a capable pilot. The vehicle's fly-by-light control system is highly regarded, providing a wide latitude for both manual evasive maneuvers and automatic compensation for battle damage. Most Falcons employ an autocannon nose turret, while the passenger cabin has moorings for two flexible universal mounts, usually fitted with either machine guns (UH-144S) or automatic grenade launchers (UH-144A). The Falcon remains the preferred combat transport of most Army expeditionary units and is often even encountered in the hands of colonial militias and private contractors.

WOMBAT

F-99 UNMANNED COMBAT AIR VEHICLE	
MANUFACTURER: Misriah Armory	**CREW:** None
LENGTH: 38.5ft (11.7m)	**WIDTH:** 28.1ft (8.6m)
HEIGHT: 10.9ft (3.3m)	**WEIGHT:** 19 tons (17.2 tonnes)

An unmanned combat air vehicle (UCAV) with an impressive service record, the Wombat can fulfill interceptor, reconnaissance, and tactical air support roles. Most F-99s are piloted by nonvolitional AI when conducting routine tasks, while more complex scenarios may demand remote piloting by a human or volitional AI, who can have positive control of final targeting and weapons release.

WOMBAT_01000101

SKYHAWK

Swift, lightweight, and optimized for ground assault, the AV-19 SkyHawk is a single-seat combat VTOL employed by the UNSC Army. Armed with four 50mm autocannons and featuring two fully customizable weapon pylons, the SkyHawk is capable of dealing inordinate damage despite its relatively small size.

HUMAN VEHICLES //

GROUND SUPPORT AIRCRAFT

WASP_01000101

WASP

AV-49 ASSAULT VTOL	
MANUFACTURER: Misriah Armory	**CREW:** 1 operator
LENGTH: 25ft (7.6m)	**WIDTH:** 21ft (6.4m)
HEIGHT: 7.3ft (2.2m)	**WEIGHT:** 1.5 tons (1.4 tonnes)
ARMAMENT: 2x M199 7.62mm heavy machine guns, 2x M400 50mm missile launchers	

A highly versatile single-seat, close air support VTOL, the Wasp boasts twin heavy machine guns and a pair of rocket launchers, making it extremely well-armed for its relatively small size. While designed for expeditionary usage, its compact configuration optimizes for quick deployment operations. The Wasp's air-cooled, vector-driven fusion thrusters make it both quick and nimble, allowing it to reach mission-critical areas with exceptional speed.

WYVERN_01000101

WYVERN

MV-29 GUNSHIP	
MANUFACTURER: Misriah Armory	**CREW:** 1 pilot + 4 gunners + 20 troopers
LENGTH: 66.4ft (20.2m)	**WIDTH:** 72.9ft (22.2m)
HEIGHT: 13.1ft (4m)	**WEIGHT:** 134.2 tons (121.7 tonnes)
ARMAMENT: 1x GAU-23/AW autocannon, 2x M328 twin-barreled LMGs, 2x M413 twin-barreled HMGs	

Optimized for frontier environments, the Wyvern entered service with CMA air cavalry detachments shortly before its dissolution. Most Wyverns were transferred to local UNSC Army units, leveraged in planetary defense on contentious worlds. Although somewhat large and unwieldy, the Wyvern has a formidable offensive presence, particularly given its GAU-23/AW long-barreled rotary autocannon and four weapon hardpoints on each wing, which typically carry a mix of anti-tank missiles and guided rockets.

SPARROWHAWK_01000101

SPARROWHAWK

AV-22B ATTACK VTOL
MANUFACTURER: Misriah Armory
CREW: 1 pilot + 1 gunner
LENGTH: 54ft (16.5m)
WIDTH: 31.4ft (9.6m)
HEIGHT: 14.3ft (4.4m)
WEIGHT: 20.5 tons (18.6 tonnes)
ARMAMENT: 2x GAU-23/AW/linkless feed autocannon, 1x W/AV M6 Grindell/ Galilean nonlinear cannon, 6x A-74 Sylver missiles

The pairing of swift maneuverability and a powerful arsenal make the Sparrowhawk arguably the most impressive fast-attack gunship in the UNSC's armory. Not only effective at close air support, hunter-killer strikes against enemy armor, and armed reconnaissance operations, but the Sparrowhawk can also square off against enemy interceptors without the need for escorts or even assurance of air dominance. This is due in large part to its weapons systems, which include a pair of long-barreled rotary autocannons and a chin-mounted directed energy system which allows the gunner to conduct extraordinarily accurate long-range strikes with pinpoint accuracy.

VULTURE_01000101

VULTURE

AC-220 GUNSHIP	
MANUFACTURER: Ushuaia Armory	**CREW:** 1 pilot + 1 copilot + 4 systems ops
LENGTH: 115.1ft (35.1m)	**WIDTH:** 69.5ft (21.2m)
HEIGHT: 32.9ft (10m)	**WEIGHT:** 200.6 tons (182 tonnes)
ARMAMENT: 4x 20mm GAU-23/A revolver cannon, 2x A-74 Sylver VLS pod, 2x Argent V missile launcher	

One of the largest aerodynes produced by the UNSC, the Vulture heavy gunship is remarkably equipped for close air support and air interdiction missions, and is capable of raining fire down onto a hostile target with extraordinary totality. Extending from the Vulture's undercarriage are four revolver cannons on turret mounts, with two Sylver pods that are reloaded internally and can be configured to fire a range of munitions, from Anvil IV to Phoenix air-to-surface missiles.

NIGHTINGALE_01000101

NIGHTINGALE

EV-44 SUPPORT VTOL	
MANUFACTURER: Misriah Armory	**CREW:** 1 pilot + 1 copilot + 2 systems ops
LENGTH: 78.7 ft (24m)	**WIDTH:** 89.9 ft (27.4m)
HEIGHT: 28.5 ft (8.7m)	**WEIGHT:** 108.7 tons (98.6 tonnes)

The Nightingale is an advanced support aircraft that deploys restoration drones to repair allies during combat. The Nightingale can also discharge multi-spectrum smoke to provide temporary concealment for ground forces, often an essential ingredient to the UNSC's tactical doctrine. Its versatile design platform makes operations-specific design templates possible, such as the speculative "Frostraven," which originated from research on weaponized vacuum energy cryotech done by Serina, former AI of *Spirit of Fire*. When integrated into a modified Nightingale airframe, this technology had devastating potential.

HORNET_01000101

HORNET

AV-14 ATTACK VTOL
MANUFACTURER: Misriah Armory
CREW: 1 pilot + 4 passengers
LENGTH: 31.4ft (9.6m)
WIDTH: 28.5ft (8.7m)
HEIGHT: 14.6ft (4.5m)
WEIGHT: 4.1 tons (3.7 tonnes)
ARMAMENT: GAU-23/A 20mm autocannons (2), M651 missile launchers (2)

One of the UNSC's most compact and lethal fast-attack aircraft, the Hornet is typically used for combat reconnaissance, covert infantry insertions, and aerial strikes against isolated targets. Its dual, fire-linked 20mm short-barrel rotary autocannons and its six auto-loading missile launchers make it remarkably threatening, but its relatively small size and exposed passenger positions on its skids does create some measure of vulnerabilities. Misriah Armory has over a dozen variants of the Hornet currently in production, including limited exposure in civilian and municipal sectors.

RECON_01000101

HONEYBEE_01000101

HONEYBEE

OQ-45 REMOTE SURVEY DRONE

Employed by the UNSC for reconnaissance, surveillance, and scientific surveys, the Honeybee is one of the most advanced remotely operated vehicles at the UNSC's disposal. While its powerful, faceted, multi-stack Ocelli sensor cluster has been effectively used during combat operations, the drone's most critical task thus far has been its cartographic scans and mineral surveys of the Halo ringworlds.

KESTREL_01000101

KESTREL

AV-30 LIGHT ASSAULT VTOL

Based on an experimental ONI REAP-X design, the high-mobility attack VTOL known as the Kestrel is propelled by three independently powered turbines, allowing it to navigate confined spaces with astonishing grace and ease. The vehicle's twin GAU-10/A heavy autocannons and dual M302 rocket pods make it a highly capable addition to the UNSC's ground support arsenal.

HUMAN VEHICLES //

SPACE FIGHTERS

THE UNSC'S SPACE FIGHTERS ARE SMALL, SWIFT, AND HIGHLY VERSATILE ATMOSPHERIC AND EXOATMOSPHERIC CRAFT, EXPLICITLY DESIGNED TO MAINTAIN AIR AND SPACE SUPREMACY THROUGH CLASSICAL INTERCEPTION AND INTERDICTION METHODOLOGIES.

ORBITAL WARFARE

Originating from the earliest space conflicts of their tenuous interplanetary era, humanity's vast array of space fighters run the gamut of application, some being employed as strategically defensive shells around prized worlds while others are used to conduct precision strikes against enemy assets.

BROADSWORD_01000101

BROADSWORD

F-41 EXOATMOSPHERIC MULTIROLE STRIKE FIGHTER	
MANUFACTURER: Misriah Armory	**CREW:** 1 operator
LENGTH: 66.3ft (20.2m)	**WIDTH:** 64.5ft (19.7m)
HEIGHT: 35.7ft (10.9m)	**WEIGHT:** 38.6 tons (35 tonnes)
ARMAMENT: 2x M1075 35mm ASW/AC autocannons, 2x M6088 ST/Medusa missile pods, 1x Mark 2558 MFDD	

Utilized by UNSC Navy and Air Force branches, the Broadsword is one of the most recent additions to humanity's arsenal of spaceplanes: a multi-role exoatmospheric strike fighter that excels at operations demanding high maneuverability and precision combat. The F-41 represents the apex of human space fighter development, employing technologies that evolved throughout the course of the war.

SABRE_01000101

SABRE

FSS-1000 ANTI-SHIP SPACEPLANE	
MANUFACTURER: Ushuaia Armory	**CREW:** 1 pilot + 1 radar intercept officer
LENGTH: 80.7ft (24.6m)	**WIDTH:** 62.1ft (18.9m)
HEIGHT: 21.7ft (6.6m)	**WEIGHT:** 58.3 tons (52.9 tonnes)
ARMAMENT: 2x M1024 30mm ASW/AC autocannons, 2x M4370 ST/Medusa missile pods	

Tested in the rigors of orbital combat during the final years of the Covenant War, the Sabre is a heavily armed, exoatmospheric fighter designed to intercept and neutralize transient invasion elements before the enemy can establish a foothold on the ground. Early and rare prototypes yielded impressive results, launching Sabres from the surface to be quickly deployed to critical areas of value.

BASELARD_01000101

BASELARD

S-14 SPACE STRIKER	
MANUFACTURER: Misriah Armory	**CREW:** 1 pilot + 1 weapons officer
LENGTH: 64.3ft (19.6m)	**WIDTH:** 47ft (14.3m)
HEIGHT: 16.3ft (5m)	**WEIGHT:** 49.6 tons (45 tonnes)
ARMAMENT: 2x M2056 30mm rotary cannons, 2x M42 Archer missile pods	

As one of the most prolific UNSC assault fighters in the century leading up to the Covenant War, the Baselard is a high-performance interceptor that is still employed by both the UNSC Navy and Air Force in many contexts. Introduced in the decades just prior to the Insurrection, the Baselard was largely unrivaled against all colonial air and space superiority measures at that time, but met its match against the Covenant in the first real battles of the conflict. The Baselard is optimized for high-speed interception, both in atmosphere and in space, due to its large fusion ramjet that gives it extraordinary acceleration, though it comes at the expense of maneuverability.

NANDAO_01000101

NANDAO

F-29 STRIKE FIGHTER/INTERCEPTOR	
MANUFACTURER: Chalybs Defense Solutions	**CREW:** 1 pilot + 1 radar op
LENGTH: 112.8ft (34.4m)	**WIDTH:** 66.2ft (20.2m)
HEIGHT: 18.6ft (5.7m)	**WEIGHT:** 52.9 tons (48 tonnes)
ARMAMENT: 2x M1020 30mm ASW/AC autocannons, 2x M3250 ST/Medusa missile pods	

Emerging as a leading A/X fighter against the Covenant in the early days of the war, the Nandao still remains one of the UNSC's primary interceptor solutions decades later. The F-29 was optimized for swift, aggressive attack runs, allowing it to excel at hit-and-run tactics against Covenant sites. For this reason, the Nandao was often deployed in both large numbers and at extraordinary speeds in order to overwhelm and neutralize enemy forces before they can muster a strategic response.

HUMAN VEHICLES //

BOMBERS AND INTERCEPTORS

SINCE THE EARLIEST DAYS OF FLIGHT, AIR SUPERIORITY HAS BEEN A CORNERSTONE IN MAINTAINING STRATEGIC ADVANTAGE AND SECURING CONTESTED TERRITORIES. CENTURIES LATER, THIS FOUNDATIONAL TRUTH HAS ONLY GROWN MORE EVIDENT.

C718_01000101

LONGSWORD

GA-TL1 INTERCEPTOR/STRIKE FIGHTER (C718)	
MANUFACTURER: Misriah Armory	
CREW: 1 pilot + 1 copilot + 1 navigator + 1 systems technician	
LENGTH: 121.7ft (37.1m)	**WIDTH:** 101.1ft (30.8m)
HEIGHT: 36ft (11m)	**WEIGHT:** 295 tons (267.6 tonnes)
ARMAMENT: 1x ALI-50 110mm autocannon, 4x M9109 coilguns, 4x ASGM-15 Shield Buster missiles, 60x M888 Octadart bombs, 1x M2475 Shiva missile silo, 1x M1011 Moray space mine system	

First envisioned as a strike bomber that would combine transatmospheric capabilities with a heavy payload, the GA-TL1 Longsword was a 25th-century design study created by aerospace architects Gov Aukland and Thomas Levesque. Now it is the UNSC's premier interceptor, with several distinct patterns in production. The Longsword's standard arsenal varies, but most include M9109 coilguns and a diversity of heavy cannons, alongside ASGM-10 missiles and Moray space mines. The vehicle's advanced ordnance delivery system most often utilizes nuclear-grade weapons, such as Shiva or Havok warheads, but can also facilitate the deployment of weapon and supply pods to aid groundside forces.

C712_01000101

C718

Secretly pressed into full production in response to the events of 2558, the C718 incorporates decades of research and reappropriated enemy technology, pairing cutting-edge stealth solutions with a lethal arsenal.

C709_01000101

C712

The C712 Longsword is a fast strike bomber equally adept in orbital and terrestrial engagements, widely used by both the Air Force and Navy in space interceptor and ordnance deployment roles.

C709

Employed by the Navy as an exoatmospheric interceptor and terrestrial bomber, the C709 is the largest Longsword in production, and is capable of extraordinarily high acceleration in short, punctuated durations.

BOOSTER_FRAME_01000101

BOOSTER FRAME

OF92 EVA	
MANUFACTURER: Watershed Division	**CREW:** 1 pilot + 1 rear gunner (optional)
LENGTH: 26.7ft (8.1m)	**WIDTH:** 25ft (7.6m)
HEIGHT: 10.9ft (3.3m)	**WEIGHT:** 4.5 tons (4.1 tonnes)

The booster frame is a heavily armed, open-frame space vehicle explicitly designed for use by Spartan operatives to quickly engage Covenant forces in deep space, to bypass or destroy intervening interceptors, and to aid in guerilla-tactic, ship-boarding measures. As evidenced by its open cockpit design and its ability to conduct highly agile space maneuvers at extraordinary speeds, this vehicle was developed alongside the MJOLNIR project's own evolution during the Covenant War. Much of the booster frame's technology was born out of research done on EVA technology following the Summa Deep Space Incident, making it specifically suited for zero-/low-G and zero-/low-atmosphere environments. Built around an M92 Principle Gauss Cannon, the OF92 features twin 80mm ball-mounted rotary cannons and 12 MITV pods, plied together in order to holistically effect the "Disrupt/Overwhelm/Adapt" technique, mitigating energy shielding and armor plating defenses. When used in concert with the vehicle's EMP implements, the booster frame is equipped to make surgical incisions into enemy strongholds and warships.

SHORTSWORD_01000101

SHORTSWORD

B-65 SUBORBITAL LONG-RANGE BOMBER	
MANUFACTURER: Misriah Armory	**CREW:** 1 pilot + 1 copilot + 1 system op
LENGTH: 89.6ft (27.3m)	**WIDTH:** 116ft (35.3m)
HEIGHT: 24.6ft (7.5m)	**WEIGHT:** 100.5 tons (91.2 tonnes)

Offering a more specialized option for ground support and air interdiction by way of precision bombing runs, the Shortsword's operational adaptability was second to none during the Insurrection. At the dawn of the Covenant War, the vehicle was used in planetside skirmishes, ravaging enemy occupation forces with its twin M955 ASW/AC 30mm MLA weapons and its M/RODAS delivery system, with a near-limitless array of destructive and exotic bombs. By the end of the war, most of the UNSC's remaining Shortsword inventory was either transferred to Air Force reserve units or marked for scrap, with Longsword variants filling its role, though explorations were opened up in 2556 to investigate the viability of an upgraded model to enter into production.

TURACO_01000101

TURACO

Developed by ONI's REAP-X department, the Turaco (X671) is a new breed of experimental reconnaissance vessel that began testing at the end of the Covenant War. While its initial production run only measured in the dozens, its potential was promising enough that full development was greenlit, featuring further refinements and optimizations. Incorporating a unique flight deck profile with a dorsal-mounted turret, the Turaco's long narrow tail is loaded with a full suite of long-range sensor packages. While it lacks any significant stealth capabilities, its extensive armor configuration and short-range slipspace drive make it a tough and versatile vessel capable of a wide range of missions.

HUMAN WEAPONS //

ASSAULT RIFLE

ASSAULT WEAPONS ARE WELL-MATCHED FOR MARINE CORPS AND ARMY DOCTRINE, WHICH EMPHASIZES RAPID ADVANCES AND HIGH VOLUMES OF FIRE TO SUPPRESS OPPOSITION AND BREAK THROUGH ENEMY LINES.

INDIVIDUAL COMBAT WEAPON SYSTEM

The assault rifle is a fully automatic, UNSC small arm designed for close-quarters combat with lethal efficiency, irrespective of most environmental conditions. The oldest rifle currently employed by the UNSC, the assault rifle has seen use in every branch and division of the UEG's armed forces, with little evidence to suggest that it will ever be replaced as the preeminent service rifle of infantry. The most pervasive family of assault rifles is Misriah Armory's Individual Combat Weapon System (ICWS) series. The MA5, in particular, has seen more than a dozen different models and variations, all of which are exceptionally resilient, gas-operated, magazine-fed, automatic weapons designed for close-quarters combat.

ASSAULT_RIFLE_01000101

MA40 ICWS
MANUFACTURER: Misriah Armory
FIRING MODE: Automatic
LENGTH: 38in (96.5cm)
OPTICS: No magnification
AMMUNITION: M118 7.62 x 51mm FMJ-AP
MAGAZINE: 36 rounds

MA40_01000101

Built on the proven Misriah ICWS platform while incorporating a number of updates made to the MA5 production lines during the Covenant War, the MA40 is currently considered the standard-issue heavy rifle of the Marine Corps and Army. Improvements over the earlier MA37 are subtle, but significantly increase mechanical reliability and durability in extreme environmental conditions, including vacuum.

OPERATIONAL ADAPTABILITY

Assault rifles were originally created as a heavy-grade, standard-issue firearm with two specific facets in mind: (1) the ability to cleanly and swiftly effect boarding actions, such as ship-to-ship, close-quarters combat scenarios, and (2) an architecture that could withstand the inhospitable conditions experienced in space and on many frontier worlds. Although the assault rifle is a selective-fire weapon and can perform single-shot or burst fire, it is most commonly used as a fully automatic weapon, overwhelming targets with a barrage of heavy rounds, generally cutting down even the most resilient infantry threats in only seconds. Spanning the UNSC's vast arsenal, Misriah Armory's ICWS was the most dominant weapon system utilized by humanity during their three-decade war with the Covenant, a tribute to the rifle's accessible form factor and robust design.

ENDURING LEGACY

Misriah Armory's first assault rifle models were codified MA1, MA2, MA3, and MA4. Although other variants continued to be explored and produced for each of these in the years that followed, by 2437 the MA5 series began to supersede all others in adoption across nearly every service branch in the UNSC. Several exceptionally successful variants were produced within the MA5 lineage during the war, and despite recently being eclipsed by the improved MA40 and outnumbered within the Army by the MA37, this model still dominates most armories in sheer volume. The healthy competition between these designs has been central to the weapon's consistent performance.

MA5D_01000101

MA5D ICWS
MANUFACTURER: Misriah Armory
LENGTH: 39.4in (99.9cm)
AMMUNITION: M118 7.62 x 51mm FMJ-AP
FIRING MODE: Automatic
OPTICS: No magnification
MAGAZINE: 36 rounds

The MA5D can be configured with various combat optics and accessories to optimize for specific tactical situations, but even in the weapon's standard configuration, its ability to quickly strip energy shielding and devastate infantry armor have made it a critical ingredient of the UNSC Marine Corps arsenal.

MA37_01000101

MA37 ICWS
MANUFACTURER: Misriah Armory
FIRING MODE: Automatic
LENGTH: 38in (96.4cm)
OPTICS: No magnification
AMMUNITION: M118 7.62 x 51mm FMJ-AP
MAGAZINE: 32 rounds

Most commonly utilized by Army assault troops, the MA37 still remains generally uncontested as the preferred service rifle in planetary defense spheres, despite the near-universal adoption of the MA5 by the Corps during the war. The MA37 was the predominant UNSC small arm utilized in the defense of Reach.

MA5B_01000101

MA5B ICWS
MANUFACTURER: Misriah Armory
FIRING MODE: Automatic
LENGTH: 34.5in (87.6cm)
OPTICS: No magnification
AMMUNITION: M118 7.62 x 51mm FMJ-AP
MAGAZINE: 60 rounds

Despite this weapon's lower accuracy compared to later MA5 rifles, its relatively compact size and 60-round magazine made it a powerful asset in ship defense and boarding operations during both the Insurrection and the Covenant War, capable of suppressing enemy fire and quickly neutralizing infantry lines.

MA5C_01000101

MA5C ICWS
MANUFACTURER: Misriah Armory
FIRING MODE: Automatic
LENGTH: 38.9in (98.8cm)
OPTICS: No magnification
AMMUNITION: M118 7.62 x 51mm FMJ-AP
MAGAZINE: 32 rounds

One of the most prominent of UNSC rifles during the closing days of the Covenant War, the MA5C was remarkably similar to the MA5D, but lacked the component modularity and upgrades of its successor. It was present during the UNSC's final campaigns on Earth and the Ark installation, and continues to equip reserve forces scattered abroad.

HUMAN WEAPONS //

MAGNUM

MAGNUMS ARE THE PRIMARY WEAPON OF DRIVERS, PILOTS, TECHNICIANS, AND OFFICERS WHO DO NOT HAVE FRONTLINE COMBAT DUTIES. NEVERTHELESS, IN THE HANDS OF A SKILLED USER, THESE WEAPONS CAN BE A FORMIDABLE THREAT.

PERSONAL DEFENSE WEAPON SYSTEM

The M6 PDWS is a series of semi-automatic, recoil-operated, magazine-fed handguns, largely considered the standard personal sidearm of all UNSC military branches. Predominantly known simply as the magnum, the M6 is designed for close-range combat and durability in hostile climates and conditions, but many are surprisingly accurate at long range. Misriah Armory has produced the M6 series for nearly 150 years, evolving in design through several mainline variants, each favoring designated roles and uses. The pervasive presence of the M6 sidearm across both military and municipal sectors is indicative of the weapon's robust functionality and its proven success.

M6D_01000101

M6D PDWS	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-automatic
LENGTH: 10.5in (26.7cm)	**OPTICS:** 2x magnification
AMMUNITION: M225 12.7 x 40mm SAP-HE	**MAGAZINE:** 12 rounds

Largely unrivaled performance in the field has earned the M6D a legendary notoriety. Capable of functioning in both automatic and semi-automatic modes, the M6D utilizes a KFA-2 x2 optics system and is remarkably powerful even at great distances.

M6C_01000101

M6C PDWS	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-automatic
LENGTH: 10.6in (26.8cm)	**OPTICS:** No magnification
AMMUNITION: M225 12.7 x 40mm SAP-HE	**MAGAZINE:** 12 rounds

Boasting a black polymer finish and a simple, comfortable design, the M6C is one of the most common PDWS arms used within the UNSC. Its moderate effectiveness was mitigated by sheer affordability and resilience, giving the M6C almost universal adoption throughout the Covenant War.

MAGNUM_01000101

SMART-LINK

One of the distinct advantages of the M6 series is its comprehensive use of smart-link technology, allowing a physically mounted optical sensor to transfer enhanced visuals to the operator's heads-up display in real time. This allows the operator to have increased accuracy and range, and provides details on the weapon's status and ammunition. This optics toolset pushes many of the M6 models into a class of their own, giving the operator remarkable versatility and precision in combat.

M6H2_01000101

M6H2 PDWS
MANUFACTURER: Misriah Armory
FIRING MODE: Semi-automatic
LENGTH: 14.4in (36.6cm)
OPTICS: 1.75x magnification
AMMUNITION: M225 12.7 x 40mm SAP-HE
MAGAZINE: 12 rounds

The modernized M6H2 was the dominant magnum in use by all branches in the year following the Covenant War. Relying on smart scope optics, the weapon offered slightly less range than earlier variants, but its increased magazine size and relatively affordable production cost led to its universal adoption.

M6H_01000101

M6H PDWS
MANUFACTURER: Misriah Armory
FIRING MODE: Semi-automatic
LENGTH: 13.7in (34.7cm)
OPTICS: 2x magnification
AMMUNITION: M225 12.7 x 40mm SAP-HE
MAGAZINE: 8 rounds

Similar in many respects to the M6G2, the M6H has a black polymer grip with a titanium alloy body and a nickel-plated finish. This weapon saw a marginal increase in accuracy from earlier M6 models and became the standard-issue sidearm of all UNSC personnel by 2555, and was used extensively by *Infinity*'s ground forces during their campaign on Requiem.

M6G_01000101

M6G PDWS
MANUFACTURER: Misriah Armory
FIRING MODE: Semi-automatic
LENGTH: 14in (35.5cm)
OPTICS: 2x magnification
AMMUNITION: M225 12.7 x 40mm SAP-HE
MAGAZINE: 8 rounds

M6G2_01000101

M6G2 PDWS
MANUFACTURER: Misriah Armory
FIRING MODE: Semi-automatic
LENGTH: 12.2in (31.1cm)
OPTICS: 2x magnification
AMMUNITION: M225 12.7 x 40mm SAP-HE
MAGAZINE: 8 rounds

Two variants of the M6G thrived within the UNSC during the Covenant War, one adopted by the Army (M6G) and the other by the Marine Corps M6G2. Although they functioned very similarly, their main differences were the placement of the KFA-2 x2 sighting module, cosmetic design, and weight.

HUMAN WEAPONS //

SPECIALIZED HANDGUNS AND SUBMACHINE GUNS

COMPACT, HIGH-POWERED MAGNUMS OR SUBMACHINE GUNS ARE OFTEN MISSION-SPECIFIC WEAPONS, INTEGRAL TO THE TACTICAL ENGAGEMENT CONDUCTED BY SPECIAL OPERATIONS FORCES.

SIDEKICK_01000101

MARKS50_01000101

MK50 SIDEKICK
MANUFACTURER: Emerson Tactical Systems
FIRING MODE: Semi-automatic
LENGTH: 12.9in (32.8cm)
OPTICS: No Magnification
AMMUNITION: M135 10 x 31mm SAP
MAGAZINE: 12 rounds

Although established well outside Misriah Armory's M6 lineage, the Mk50 Sidekick became popular in the years leading up to the assault on Zeta Halo, and served as the primary personal sidearm of the Spartans and other special forces units aboard UNSC *Infinity*. While it lacks the big-bore stopping power of the M6 PDWS, the Sidekick is incredibly responsive and accurate at relatively short distances.

AUTOMAG_01000101

M6C/SOCOM
MANUFACTURER: Misriah Armory
FIRING MODE: Semi-automatic
LENGTH: 17.3in (43.9cm)
OPTICS: 4x magnification
AMMUNITION: M225 12.7 x 40mm SAP-HE
MAGAZINE: 12 rounds

Often referred to as the M6S, the M6C/SOCOM (or "Automag"), is a specialized variant of the standard M6C typically used by special operations teams. The M6S has a sound suppressor, a muzzle break, a laser aiming module, and a smart-linked sighting package with 4x zoom. This configuration utilizes VnSLS/V 6E software, which increases the weapon's accuracy at significant distances.

SUBMACHINE GUN

Submachine guns (SMGs) provide significant firepower in a compact package and are popular with UNSC aircrews, boarding teams, and ultimately anyone expecting close-quarters engagements. SMGs are affordable, lightweight fully automatic weapons that offer a clean, short-range solution to dug-in enemy infantry. Although originally issued to vehicle crews as an emergency weapon, Misriah Armory's line of SMGs became widely used during the Insurrection, and favored by paramilitary police and UNSC special operations units tasked with rooting out rebels in orbital habitats and beleaguered urban environments. By the close of the 25th century, it had become a staple of most UNSC service branches, with dozens of variants that offered improvements to the weapon's mission-specific operational performance. For the duration of the Covenant War, the most widely adopted SMG was the M7, but in the years following the war it was eventually surpassed by the M20.

M7_01000101

M7/CASELESS SUBMACHINE GUN
MANUFACTURER: Misriah Armory
FIRING MODE: Automatic
LENGTH: 24.7in (62.7cm)
OPTICS: No magnification
AMMUNITION: M443 5 x 23mm SAP (Caseless)
MAGAZINE: 60 rounds

The M7 was an early production line in Misriah Armory's series of SMGs, frequently used by CMA forces and law enforcement. For decades it maintained a high adoption rate with heavy weapon and vehicle crews, eventually finding its niche as a standard weapon in CQC, MOUT, and ship-to-ship boarding operations. Even in postwar contexts, the M7 remains one of the most prominent SMG firearms in circulation.

M7S_01000101

M7S/CASELESS SUBMACHINE GUN
MANUFACTURER: Misriah Armory
FIRING MODE: Automatic
LENGTH: 35.6in (90.5cm)
OPTICS: 2x magnification
AMMUNITION: M443 5 x 23mm SAP (Caseless)
MAGAZINE: 60 rounds

Utilizing a SS/M 49 sound suppressor attachment, along with an under-slung flashlight and laser aiming module, the M7S was the standard-issue small arms for special operations teams and units engaging from concealment. This variant was also fitted with a SLS/V 5B smart-link module, allowing the operator to utilize either a reflex sight or view the weapon aimpoint on a VISR-compatible heads-up display.

M20_01000101

M20/PERSONAL DEFENSE WEAPON
MANUFACTURER: Misriah Armory
FIRING MODE: Automatic
LENGTH: 21.9in (55.6cm)
OPTICS: No magnification
AMMUNITION: M490 5.7 x 28mm HV-AP
MAGAZINE: 60 rounds

A departure from the traditional M7 design schema, the M20/PDW's topside magazine configuration improves reload time and exponentially increases the weapon's accessibility to production and field modification, leading to a large catalog of subvariants. While it maintains a standard reflex sight, it has no magnification apart from smart scope compatibility. The real advantage of the M20 is its use of a new high-velocity armor-piercing round developed to both counter the proliferation of advanced body armor among rebel forces and to increase the amount of kinetic energy dumped into energy shielding.

HUMAN WEAPONS //

PRECISION RIFLES

DURING PLANETARY OCCUPATIONS, INFANTRY ENGAGEMENTS ARE A CRITICAL FACTOR IN DETERMINING WHO ULTIMATELY HOLDS GROUND, A FACET OF WARFARE GENERALLY EXPRESSED IN MARKSMAN RIFLES EXCHANGING FIRE ACROSS THE FIELD OF BATTLE.

BATTLE RIFLE

Optimized for midrange precision, the gas-operated, magazine-fed battle rifle has proven to be a trustworthy weapon in the hands of a skilled soldier. The battle rifle's relatively compact size, ease-of-handling, and impressive selection of optics have made this weapon an essential fixture of the UNSC Navy and Marine Corps since its introduction in 2525.

BR75_01000101

BR75 SERVICE RIFLE	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Burst
LENGTH: 37in (94cm)	**OPTICS:** 2x magnification
AMMUNITION: M634 9.5 x 40mm SAP	**MAGAZINE:** 36 rounds

The most common midrange service rifle currently employed by the Marine Corps is the BR75, the result of decades of battle proficiency data accrued during the Covenant War. While it lacks the accessibility of the BR85, it is in no way its inferior. This is made evident by the fact that the majority of the UNSC *Infinity*'s deployment forces still prefer the BR75.

BR55_01000101

BR55 SERVICE RIFLE	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Burst
LENGTH: 35.4in (89.9cm)	**OPTICS:** 2x magnification
AMMUNITION: M634 9.5 x 40mm SAP	**MAGAZINE:** 36 rounds

First appearing at the dawn of the Covenant War, the BR55's compact size and weight, coupled with its extraordinary stopping power over substantial distances, meant that it quickly surpassed the designated marksman rifle (DMR) in adoption in most branches of the UNSC.

BR55HB_01000101

BR55 HEAVY BARREL SERVICE RIFLE
MANUFACTURER: Misriah Armory
FIRING MODE: Burst
LENGTH: 45.6in (115.8cm)
OPTICS: 2x magnification
AMMUNITION: M634 9.5 x 40mm SAP
MAGAZINE: 36 rounds

First appearing in 2548, the BR55HB SR was an in-production upgrade on the classic BR55, to meet supply-and-demand needs during the war. Although the weapon's overall accuracy improvement was negligible, it saw heavy usage by the Marines during the final years of the conflict.

BR85N_01000101

BR85N SERVICE RIFLE
MANUFACTURER: Misriah Armory
FIRING MODE: Burst
LENGTH: 38in (96.6cm)
OPTICS: 2x magnification
AMMUNITION: M634 9.5 x 40mm SAP
MAGAZINE: 36 rounds

A late-war modification of the BR85 employed primarily by Navy forces, the BR85N SR was explicitly designated for use by the many Spartan fireteams on UNSC *Infinity*. The weapon featured dozens of both modular and integrated options, including an array of sighting packages, making it one of the most prodigiously versatile weapons in the UNSC arsenal.

COMMANDO RIFLE

The commando rifle was a cherished staple of CMA expeditionary forces for years before their dissolution, replacing the famous HMG-38 as the primary weapon of the colonial frontier. More recent versions adopted by the Marine Corps are fitted with an enhanced optics system that allows a greater effective range without any loss of situational awareness. When optics are in-use, the rifle immediately switches to semi-automatic firing mode for greater precision.

VK78_01000101

VK78 TACTICAL RIFLE
MANUFACTURER: Vakara GmbH
FIRING MODE: Automatic
LENGTH: 43.7in (111.1cm)
OPTICS: 2x magnification
AMMUNITION: M259 6.5 x 48mm
MAGAZINE: 20 rounds

VAKARA

For centuries, Vakara GmbH was one of the largest contractors in human space, providing the CMA with everything it needed, from prefabricated basing material to tactical drones. With the end of the CMA and losses incurred during the Covenant War, the company neared bankruptcy. It was revived, however, by a series of critical investments that allowed it to continue to iterate on its enduring line of firearms.

SNIPER RIFLE

For impressive accuracy and stopping power at extraordinary distances, the UNSC's standard sniper rifle is the SRS99, a series of anti-matériel rifles unmatched in performance during the Covenant War. The SRS99 is a gas-operated, magazine-fed, semi-automatic line of sniper rifles that possess the ability to simultaneously breach both energy-shielding and high-density armor, making immediate kills almost effortless, even against the most resilient of enemy infantry. In the hands of an adept sniper, this weapon can also effect asset denial at tremendous distances, puncturing critical components in vehicles and power structures, and disrupting the effectiveness of the enemy's mechanized forces.

SRS99-S7_01000101

SNIPER RIFLE SYSTEM 99-SERIES 7 ANTI-MATÉRIEL	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-automatic
LENGTH: 63.5in (161.2cm)	**OPTICS:** 5x, 10x magnification
AMMUNITION: M232 14.5 x 114mm APFSDS	**MAGAZINE:** 4 rounds

The culmination of decades of development and field testing during the Insurrection and Covenant War, the S7 is largely without equal in its class and was prioritized for integration into the UNSC *Infinity*'s armament as the standard sniper rifle solution for all active deployments.

SRS99-S5_01000101

SNIPER RIFLE SYSTEM 99-SERIES 5 ANTI-MATÉRIEL
MANUFACTURER: Misriah Armory
FIRING MODE: Semi-automatic
OPTICS: 4x, 9x magnification
LENGTH: 63.5in (161.2cm)
AMMUNITION: M232 14.5 x 114mm APFSDS
MAGAZINE: 4 rounds

The S5 gained prominence toward the end of the Covenant War and quickly became a staple of the UNSC's postwar arsenal. Primarily utilizing the Oracle R-variant scope, the S5 was notable for its many modification-based variants, allowing operators to optimize their rifles in the field.

SRS99_01000101

SNIPER RIFLE SYSTEM 99 ANTI-MATÉRIEL
MANUFACTURER: Misriah Armory
FIRING MODE: Semi-automatic
OPTICS: 5x, 10x magnification
LENGTH: 65.4in (166.1cm)
AMMUNITION: M232 14.5 x 114mm APFSDS
MAGAZINE: 4 rounds

The SRS99 first entered production in 2460 and was deployed with the UNSC Army before seeing broader usage across humanity's armed forces. By 2521, however, it was the standard rifle of all UNSC military branches.

OPTICS

The most common optics system for Misriah Armory's SRS99 is Oracle, a series of top-mounted sighting packages that feature a magnification range from 2x to 10x across a myriad of variants. Oracle offers compatibility with smart-link and smart scope, tying it seamlessly to heads-up displays and providing a vast spectrum of image enhancement options, from the expected infrared and night vision elements to more exotic applications. The Oracle variants currently in production are E, K, L, N, and R.

HUMAN WEAPONS //

CLOSE-QUARTERS WEAPONS

COLONIAL EXPANSION HAS INVERSELY CONSTRICTED SPACES WHERE WAR MUST BE WAGED: BATTLES ARE NOW CONDUCTED IN SHIP-TO-SHIP BOARDING ACTIONS, WITHIN TIGHTLY CRAMPED UMBILICALS AND CORRIDORS, OR IN THE STREETS AND ALLEYS OF DENSELY URBANIZED SPRAWLS, ALL DEMANDING CLOSE-QUARTERS WEAPONS WITH EFFECTIVE STOPPING POWER.

CQS48_01000101

BULLDOG

CQS48 COMBAT SHOTGUN
MANUFACTURER: Misriah Armory
FIRING MODE: Semi-automatic
OPTICS: No magnification
LENGTH: 37.5in (95.3cm)
AMMUNITION: M301 12-gauge magnum
MAGAZINE: 8-round rotating drum

Within the contemporary, postwar milieu, the Bulldog represents the zenith of close-quarters engagement weapons. A combination of remarkable rate-of-fire and general range make it virtually uncontested among others of its class. In the hands of a skilled operative, the Bulldog's vicious, drum-fed, rapid-fire efficiency can quickly eliminate all targets within a room before enemies are even able to assess the threat.

M7057/DP_01000101

FLAMETHROWER

M7057/DEFOLIANT PROJECTOR
MANUFACTURER: Misriah Armory
FIRING MODE: Automatic
OPTICS: No magnification
LENGTH: 66in (167.6cm)
AMMUNITION: Pyrosene-V
CAPACITY: 100 fuel units/canister

Originally designed to simply clear foliage, the flamethrower has since proven invaluable in other uses, particularly as an anti-matériel and even anti-personnel weapon. The weapon's use in combat, while not strictly practical, has had remarkable effects on an enemy's psychological integrity. The UNSC established a number of combat units, such as the Hellbringers, who strategically used the NA4/Defoliant Projector against enemies, forcing the Covenant to change their infantry tactics.

DESIGNATED MARKSMAN RIFLE

Practically ubiquitous in the UNSC Army due to its prodigious track record in planetary defense, DMRs are accurized rifles, designed to engage targets beyond the effective range of most infantry weapons. Often standard issue for sharpshooters at all levels, DMRs are gas-operated rifles chambered for a 7.62 x 51mm cartridge. Most DMRs in this production line bear a classic bullpup design with ambidextrous safety and fire selector switches, a cutlass-style trigger guard, multiple accessory rails, and backup iron sights, most often fitted with a 3x smart-linked telescopic sight. This module makes the DMR well-suited for engaging targets at short- to mid-engagement ranges (200m to 1km).

DMR_M395B_01000101

M395B DESIGNATED MARKSMAN RIFLE	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-automatic
OPTICS: 3x magnification	**LENGTH:** 46.9in (119.2cm)
AMMUNITION: M118 7.62 x 51mm FMJ-AP	**MAGAZINE:** 15 rounds

The M395 was a heavily ruggedized DMR created for the first generation of Spartan-IV initiates, incorporating a TACSI 3x optics module. This was replaced by the revised M395B, which utilizes a Sentinel 3x telescopic sight. This weapon remains a stalwart favorite of Spartan strike teams.

DMR_M392_01000101

M392 DESIGNATED MARKSMAN RIFLE	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-automatic
OPTICS: 3x magnification	**LENGTH:** 42.9in (109cm)
AMMUNITION: M118 7.62 x 51mm FMJ-AP	**MAGAZINE:** 15 rounds

This is the UNSC Army's standard-issue marksman rifle for over five decades, despite being mostly phased out by the BR55 in other branches. The M392's track record was immaculate, needing relatively no iteration for performance throughout both the Insurrection and the Covenant War.

M99_01000101

STANCHION

The M99 Special Application Scoped Rifle (SASR), also known as the Stanchion, is a portable coilgun used for precision-based anti-matériel and anti-personnel operations. Powered by a highly efficient asynchronous linear-induction motor (ALIM), the Stanchion's coil set can accelerate a streamlined tungsten dart to several thousand meters per second by the time it has left the barrel, giving it exceptional accuracy over incredible distances. The M99 SASR was notorious for overpenetration and collateral damage, but it was also unrivaled in its ability to stop targets, sending a clear message to the enemy: There was no place beyond this weapon's reach. The Stanchion played a profound strategic role during the Insurrection, culling the UNSC's greatest enemies through a series of vicious assassination operations, ultimately forcing the rebels either into hiding or making costly mistakes.

SHOTGUN_01000101

SHOTGUN

Garnering a history that dates back centuries, standard tactical shotguns are pump-action assault weapons used explicitly in close-quarters engagements. Despite their weight and tremendous recoil, the shotgun remains a devastating weapon at close range, neutralizing most enemies in a single shot. For many years, the shotgun has defined the UNSC Marine Corps' image of spaceborne force-in-readiness, utilized by orbital police forces and boarding parties due to its intimidating air and general proficiency.

M45E_01000101

M45E TACTICAL SHOTGUN	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Pump-action
OPTICS: No magnification	**LENGTH:** 46.4in (117.9cm)
AMMUNITION: M296 8-Gauge Magnum	**MAGAZINE:** 6 shells

Designed for colonial expeditionary forces, the M45E is still predominantly employed by Army troopers. The weapon's basic architecture has been adopted by several notorious private security firms.

M45D_01000101

M45D TACTICAL SHOTGUN	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Pump-action
OPTICS: No magnification	**LENGTH:** 44.4in (112.9cm)
AMMUNITION: M296 8-Gauge Magnum	**MAGAZINE:** 6 shells

The M45D is the most common tactical shotgun currently in service within the UNSC, and is the weapon of choice for siege-occupations and anti-terror forces.

M90_01000101

M90 CLOSE ASSAULT WEAPON SYSTEM	
MANUFACTURER: Weapon System Technology	**FIRING MODE:** Pump-action
OPTICS: No magnification	**LENGTH:** 46.5in (118.1cm)
AMMUNITION: M296 8-Gauge Magnum	**MAGAZINE:** 12 shells

Featuring an extended magazine for boarding actions, the M90 has been a staple of the UNSC Marine Corps for decades.

M90A_01000101

M90A CLOSE ASSAULT WEAPON SYSTEM	
MANUFACTURER: Weapon System Technology	**FIRING MODE:** Pump-action
OPTICS: No magnification	**LENGTH:** 47.9in (121.6cm)
AMMUNITION: M296 8-Gauge Magnum	**MAGAZINE:** 6 shells

Prioritized for urban tactical warfare, the M90A is the preferred CQB firearm for civil defense forces.

HUMAN WEAPONS //

MACHINE GUNS

THE DEFENSE OF HIGH-PRIORITY ASSETS, STRATEGIC POSITIONS, OR MECHANIZED UNITS OFTEN REQUIRES WEAPONS THAT CAN ANSWER THE ENEMY'S APPROACH WITH AN IMPENETRABLE WALL OF BULLETS.

HEAVY WEAPONS

Machine guns are a broad category of rapid-firing, automatic weapons designed for sustained direct fire, typically from a fixed position. The UNSC employs machine guns as part of its defensive arsenal around key strategic points or military sites, as well as mounting them on combat vehicles to provide suppressive or anti-personnel fire. Heavy, rugged, and powerful, these weapons are considered an indispensable asset where enemy forces have armored vehicles or are attacking from a fortified position.

M250_HMG_01000101

M250 HEAVY MACHINE GUN	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Automatic
OPTICS: No magnification	**LENGTH:** 83.5in (212cm)
AMMUNITION: M340 12.7 x 99mm HVE	**MAGAZINE:** Belt-fed

The electrically driven, five-barreled rotary-style M250 HMG was originally field tested as the M343A2, but has since been woven into Misriah Armory's full production line. The M250's barrel shroud protects the weapon while firing exotic ammunition, such as polymer-cased and energetic propellant rounds.

M247_HMG_01000101

M247 HEAVY MACHINE GUN	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Automatic
OPTICS: No magnification	**LENGTH:** 64.6in (164.1cm)
AMMUNITION: M340 12.7 x 99mm HVE	**MAGAZINE:** 200 rounds

The standardized HMG configuration of the UNSC *Infinity*'s combat deployment is the traditional M247, a suitable emplacement against Banished occupation forces. Generally carried by a team of marines or a single Spartan, the M247 can neutralize heavily shielded enemies, light vehicles, and slower aircraft.

M247_GPMG_01000101

M247 GENERAL PURPOSE MACHINE GUN	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Automatic
OPTICS: No magnification	**LENGTH:** 61.4in (156.1cm)
AMMUNITION: M118 7.62 x 51mm FMJ-AP	**MAGAZINE:** Belt-fed

The M247 GPMG is an air-cooled, gas-operated fully automatic machine gun with a slim, light-weight design, and is fed by a belt box or underslung drum, depending on its particular usage. Although it can be employed in improvised contexts, the weapon is often fixed to a tripod mount or a vehicle.

M739_LMG_01000101

M739 LIGHT MACHINE GUN	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Automatic
OPTICS: No magnification	**LENGTH:** 45.9in (116.5cm)
AMMUNITION: M118 7.62 x 51mm FMJ-AP	**MAGAZINE:** 72 rounds

The gas-operated, drum-fed, fully automatic M739 LMG is commonly referred to as the SAW (squad automatic weapon), sharing the same cartridges with assault rifles, yet capable of providing sustained and concentrated firepower, viciously tearing into an enemy's strategic advance or forcing them into cover.

AIE-486H_HMG_01000101

AIE-486H HEAVY MACHINE GUN	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Automatic
OPTICS: No magnification	**LENGTH:** 75.2in (191.1cm)
AMMUNITION: M118 7.62 x 51mm FMJ-AP	**MAGAZINE:** 200 rounds

The rugged, belt-fed, three-barrel AIE-486H is an extraordinarily loud and formidable HMG, likely the reason it is a favorite of Marine Corps units seeking to intimidate as much as neutralize enemy personnel. Spartans have been known to decouple the AIE-486H from its tripod and carry it directly into battle.

M247H_HMG_01000101

M247H HEAVY MACHINE GUN	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Automatic
OPTICS: No magnification	**LENGTH:** 64.5in (163.8cm)
AMMUNITION: M340 12.7 x 99mm HVE	**MAGAZINE:** 200 rounds

The M247H is an air-cooled, gas-operated, electrically fired heavy machine gun that formerly served as the backbone of CMA heavy weapons teams, and has since been widely adopted by the UNSC Army. The weapon's impressive performance has led to its widespread integration across an array of vehicles.

CM 300 FRONTIER RIFLE

Affectionately known as the "Confetti Maker" due to its rate of fire, Misriah Armory introduced the CM 300 as a cost-reduced, carbine version of the MA3 for use by settlers and security forces in the late-24th century. It was immensely popular across the colonies and unlicensed copies continue to be produced. Many surplus CM 300 carbines remain in the hands of criminals and insurrectionist forces, who often pair it with high-capacity magazines for use in the light machine gun role.

HMG-38 MONITOR RIFLE

Classified as a heavy machine gun when introduced in 2338, the "modernized" and more compact Monitor Rifle configuration later served in the CMA and some second-line Army units as a heavy automatic rifle. The HMG-38 was unpopular with troops due to its low magazine capacity and cumbersome reloading process, but its reliability and easy maintenance kept it in active service until 2495. Though slated for disposal, many of these weapons found their way into the black market due to CMA corruption and UEG mismanagement.

HUMAN WEAPONS //

ROCKET LAUNCHERS

WITH GROUND WARFARE NOW DOMINATED BY HEAVY ALIEN ARMOR AND ENERGY-SHIELDED INFANTRY, PORTABLE SURFACE-TO-SURFACE ROCKET LAUNCHERS ARE AN ESSENTIAL FIXTURE OF THE UNSC'S ARSENAL.

M41D_SSR_01000101

SPNKR

M41D SSR MEDIUM ANTI-VEHICLE/ASSAULT WEAPON	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-automatic
LENGTH: 55.4in (140.7cm)	**OPTICS:** No magnification
AMMUNITION: M19 102mm rocket SSM	**MAGAZINE:** 2 rockets

The most ubiquitous rocket launcher in the UNSC's arsenal, the M41 SPNKr is a portable, twin-tube, shoulder-fired launcher that uses M19 102mm rockets with impressive results, even on the dense ablative plating of Banished armor. A swift volley of rockets from a SPNKr can have a disrupting effect on enemy lines, creating chaos and confusion that is not only devastating for strategic responses, but also enemy morale. Despite being optimized for ground targets, when integrated with an enhanced tracking system, the SPNKr can guide rockets toward airborne targets.

M41B_SSR_01000101

M41B SSR MEDIUM ANTI-VEHICLE/ASSAULT WEAPON	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-automatic
LENGTH: 53.8in (136.6cm)	**OPTICS:** 2x magnification
AMMUNITION: M19 102mm rocket SSM	**MAGAZINE:** 2 rockets

M57_PILUM_01000101

PILUM

M57 PILUM ASSAULT WEAPON
MANUFACTURER: Chalybs Defense Solutions
LENGTH: 140cm (55in)
AMMUNITION: M29 50 x 137mm HEMP
FIRING MODE: Automatic
OPTICS: 2x magnification
MAGAZINE: 2 rockets

Bearing the classic, single-tube, shoulder-mounted design from generations ago, the Pilum has played a major role in the successive years since the war with the Covenant. Not only is the M57 SSR PAW more affordable and lighter in weight than the M41, but its tube is fed by a two-rocket cartridge, making it significantly easier to carry and load ammunition. When smart scope is activated, the Pilum has the option to actively track a target, with a number of specialist variants available.

MLRS-2_HYDRA_01000101

HYDRA

MLRS-2 HYDRA GYROC LAUNCHER	
MANUFACTURER: Chalybs Defense Solutions	**FIRING MODE:** Semi-automatic
LENGTH: 37.8in (96.1cm)	**OPTICS:** No magnification
AMMUNITION: 9X-G HEAB	**MAGAZINE:** 6 rockets

Characterized by its targeting speed and effectiveness against both infantry and vehicles, the Hydra is a decisive and powerful rocket launcher in almost any context. Its design format resembles that of a conventional rifle, yet it fires gyroscopically stabilized HEAB (High-Explosive Air Bursting) rockets from a six-chamber rotating cylinder, making it astonishingly deadly. The Hydra can be used in close quarters and its elegant semi-automatic targeting and tracking system allows a user to discretely target not only individual infantry, but even distinct parts of enemy vehicles to score a clean and efficient kill.

MLRS-1_HYDRA_01000101

MLRS-1 HYDRA GYROC LAUNCHER	
MANUFACTURER: Chalybs Defense Solutions	**FIRING MODE:** Semi-automatic
LENGTH: 36in (91.44cm)	**OPTICS:** No magnification
AMMUNITION: 9X-G HEAB	**MAGAZINE:** 6 rockets

LAU-65D/SGM-151_01000101

MISSILE POD

LAUNCHER UNIT-65D/SELF-GUIDED MISSILES-151
MANUFACTURER: Ushuaia Armory
LENGTH: 79.7in (202.4cm)
AMMUNITION: M5607 Automatic Self-Guided Missile-4
FIRING MODE: Semi-automatic
OPTICS: No magnification
MAGAZINE: 8 missiles

As a formidable stationary weapon emplacement, the missile pod launches powerful self-guided munitions capable of unremittingly tracking the heat signatures of targeted enemy vehicles. After selecting the target through an integrated heads-up display link, the operator can launch the missile and its automated guidance system swiftly ignites a booster, carrying it to the target. Although the missile pod is typically fired from a fixed position, records indicate that it can be removed from the mount and hip-fired by personnel strong enough to carry it.

HUMAN WEAPONS //

SPECIALIST WEAPONS

STRETCHING BEYOND CONVENTIONAL FIREARMS, THE UNSC EMPLOYS SOPHISTICATED, CUTTING-EDGE SPECIALIZATIONS, INCORPORATING TECHNOLOGIES LIKE LINEAR-INDUCTION MOTORS AND SOLID-STATE LASERS INTO THEIR ARSENAL.

ARC-920_01000101

RAILGUN

ASYMMETRIC RECOILLESS CARBINE-920
MANUFACTURER: Acheron Security
FIRING MODE: Single-shot
OPTICS: No magnification
LENGTH: 43.6in (110.8cm)
AMMUNITION: M645 16 x 65mm FTP-HE
MAGAZINE: 1 round

A compact and powerful electromagnetic launcher which fires a high explosive, ferric-shelled projectile at incredible speeds, the ARC-920–simply known as the railgun–bears the fierce reputation of a portable engine of destruction. Its combination of speed, accuracy, and both kinetic and explosive stopping power, make this weapon incredibly effective against even the most heavily armored and shielded personnel.

M363_01000101

STICKY DETONATOR

M363 REMOTE PROJECTILE DETONATOR	
MANUFACTURER: Acheron Security	**FIRING MODE:** Single-shot
OPTICS: No magnification	**LENGTH:** 20.8in (52.9cm)
AMMUNITION: M9030 12.5cm HEI/RD	**MAGAZINE:** 1 round

The single-shot explosives launcher known as the sticky detonator is a decisive and powerful weapon in the hands of a well-trained soldier. The weapon fires a semi-ferric projectile that can latch on to most targets before the operator remotely detonates it at their discretion. The strategic advantages over other rocket-propelled grenade launchers are numerous, in addition to its size and portability.

M319_01000101

GRENADE LAUNCHER

M319 INDIVIDUAL GRENADE LAUNCHER	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Single-shot
LENGTH: 30.5in (77.6cm)	**OPTICS:** No magnification
AMMUNITION: Mk 110 MOD 2 / XM20P	**MAGAZINE:** 1 round

The single-shot, break-action M319 IGL is one of the most versatile grenade launchers in the UNSC arsenal. A staple of Army infantry for decades, this launcher can fire all standard lethal and non-lethal 40mm grenades, but most commonly utilized the Mk 110 MOD 2 HEDP and XM20P EMP warheads during the Covenant War. The XM20P EMP was particularly effective, releasing an electromagnetic pulse upon detonation that could cripple any vehicles and strip enemy infantry of their personal shields.

SPARTAN LASER

Precise and brutally efficient, the M6 nonlinear rifle, popularized as the "Spartan Laser" by its pairing with the eponymous super-soldiers, is a shoulder-mounted, solid-state, anti-vehicle laser weapon that can produce a powerful microsecond-long pulse of energy capable of burning through the plating of metallic laminates, nanocomposites, or hardened steel. The Grindell/Galilean architecture employed by the M6 incorporates the Wyrd III optics suite, which offers operators unparalleled accuracy over astonishing distances. Since its introduction, the M6 has enjoyed a number of variants that facilitate specific roles.

M6/X_01000101

W/AV M6/X G/G NONLINEAR RIFLE
MANUFACTURER: Misriah Armory
LENGTH: 47in (119.3cm)
AMMUNITION: Directed energy
FIRING MODE: Single-shot
OPTICS: 3x magnification
CAPACITY: 4 shots

Experimental modification with an alternating power distributor rendered the M6/X revolutionary in the years that followed the war, making it prominent within UNSC expeditionary forces.

M6/E_01000101

W/AV M6/E G/G NONLINEAR RIFLE
MANUFACTURER: Misriah Armory
LENGTH: 45.7in (116.1cm)
AMMUNITION: Directed energy
FIRING MODE: Single-shot
OPTICS: 3x magnification
CAPACITY: 4 shots

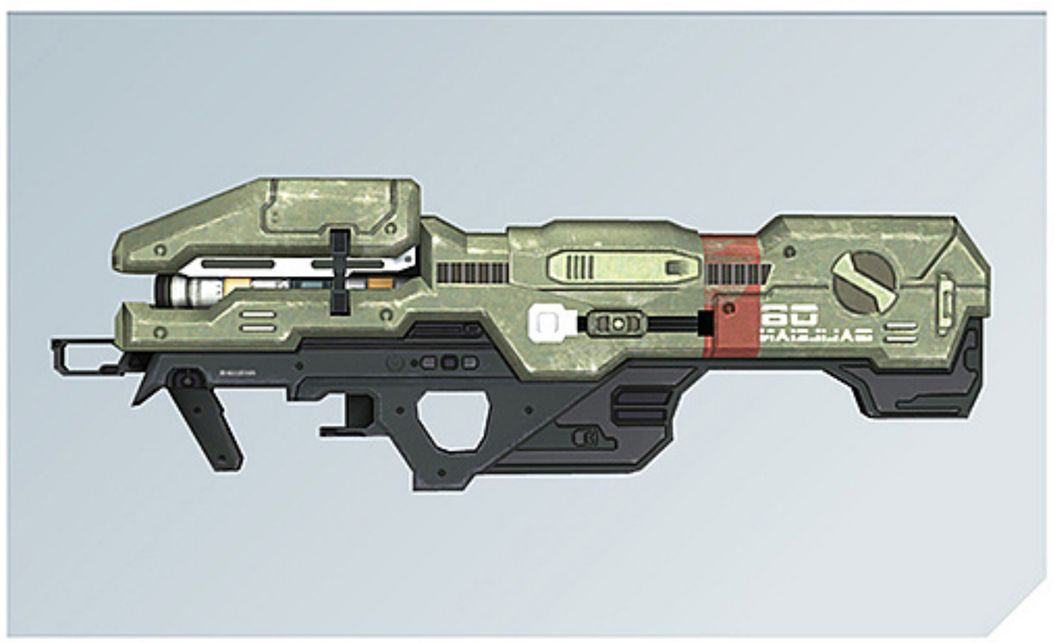
Upgraded and enhanced to combat heavy armor, the M6/E was the preferred nonlinear rifle used by *Infinity*'s Spartans while engaging significantly augmented Forerunner threats.

M6/V_01000101

W/AV M6/V G/G NONLINEAR RIFLE
MANUFACTURER: Misriah Armory
LENGTH: 47.7in (121.1cm)
AMMUNITION: Directed energy
FIRING MODE: Single-shot
OPTICS: 3x magnification
CAPACITY: 4 shots

With a versatile focus canopy to protect its operator, the M6/V was most common at the close of the war, used in campaigns across humanity's besieged core worlds.

M6/R_01000101



W/AV M6/R G/G NONLINEAR RIFLE
MANUFACTURER: Misriah Armory
LENGTH: 46.7in (118.6cm)
AMMUNITION: Directed energy
FIRING MODE: Single-shot
OPTICS: 3x magnification
CAPACITY: 5 shots

Utilized for recon deployments and scouting maneuvers, the M6/R was built to preemptively target and eliminate critical enemy assets before their forces reached full strength.

HUMAN WEAPONS //

TURRET EMPLACEMENTS

STATIONARY, HIGH-POWERED WEAPON EMPLACEMENTS ARE COMMONPLACE WITHIN THE UNSC'S ARSENAL, BOTH AS DEPLOYABLE WEAPON PLATES AND AS BED-MOUNTED VEHICLE GUNS, AN ASSET MOST OFTEN ENCOUNTERED ON THE WARTHOG. MISRIAH ARMORY HAS PRODUCED AN ARRAY OF ANTI-AIRCRAFT GUNS, ROCKET-LAUNCHING SYSTEMS, AND POWERFUL GAUSS CANNONS TO PROTECT HUMANITY'S DISTRIBUTED FORCES.

VULCAN

M46 LIGHT ANTI-AIRCRAFT GUN	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Automatic
OPTICS: No magnification	**LENGTH:** 64.6in (164.1cm)
AMMUNITION: M340 12.7 x 99mm HVE	**CAPACITY:** Belt-fed

The electric-drive, multi-barrel, light anti-aircraft gun known as the Vulcan has a long and storied heritage with roots in the defense of CMA frontier outposts, but is most famously known for its integration with vehicles. Designed to clear the sky of enemy aircraft, the Vulcan can be an extraordinarily powerful asset when paired with the mobility and durability of the Warthog, especially in larger convoys where a number of vehicles can work in concert. The Vulcan has several iterations, but its three most prominent are the M41, M46, and M49. Despite the heavily redesigned M49 (formerly M343A2) seeing a high initial production run in early 2558, the debilitation of a number of key manufacturing sites led Misriah to ramp production back up on the M46, with a presence that dominates most UNSC deployments.

M46_01000101

ROCKET LAUNCHERS

Multipurpose launch systems for guided missiles and unguided rockets remain one of the most effective anti-aircraft solutions in the UNSC's arsenal. Single-launch rocket systems such as the M39 still populate armories in large numbers, but the vast majority of rocket launch turret emplacements are modular MLRS units consisting of a central firing post and multiple pod configurations, each faceted with a series of launch cells. In some scenarios, the individual pods can be decoupled and fired independently. The M79 and M80B are the most common multiple launch rocket systems currently in production.

M79_01000101

M79 MLRS	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Salvo (6 tubes)
OPTICS: No magnification	**LENGTH:** 69.5in (176.6cm)
AMMUNITION: M4510 65mm ASGM-2	**CAPACITY:** 6 missiles

The M79 is a twin-pod launcher for the M4510 Argent V surface-to-air missile. Highly effective against air targets, the missiles also feature a "dumb fire" unguided mode for engaging ground targets in a swift and lethal fashion.

M80B_01000101

M80B MLRS	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Salvo (3 tubes)
OPTICS: No magnification	**LENGTH:** 81.5in (206.9cm)
AMMUNITION: M5100 40mm LTM	**CAPACITY:** 3 missiles (per pod)

UNICOM detachments embedded on Earth utilized the M80B with unprecedented frequency, aggressively vetting an array of next generation weapon systems replacing those used during the war.

GAUSS CANNON

Gauss cannons are electromagnetic launchers that fire high-density projectiles at extraordinary velocities. Utilizing a standardized asynchronous linear-induction motor (ALIM), an electromagnetic charge accelerates a ferric-tungsten slug at speeds approaching Mach 1, such that to the human eye, the impact of the slug seems instantaneous with the weapon's firing. Though originally produced to execute anti-armor and anti-matériel operations over long distances, the versatility and control of the turret emplacement have made it a principle component of mechanized vehicle squads, like hunter-killer and anti-tank units. Misriah Armory produces all M68 configurations, as well the recently approved M70.

M70_01000101

M70 ELECTROMAGNETIC LAUNCHER	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-Automatic
OPTICS: No magnification	**LENGTH:** 96.3in (244.7cm)
AMMUNITION: M485 25mm HV/FTHPP	**CAPACITY:** Internal capacitor

Utilizing a hybrid of established coilgun technologies and Covenant-derived pulsed power systems, the M70 was initially designated M555 to obfuscate questionable technology integration, the direct result of years of research to incorporate alien materials and reverse-engineered components.

M68B_01000101

M68B ALIM	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-automatic
OPTICS: No magnification	**LENGTH:** 10ft (3m)
AMMUNITION: M485 25mm HV/FTHPP	**CAPACITY:** Power-tether

Bearing a distinctive silhouette due to its power feed architecture and native cooling systems, the M68B was the standard Gauss cannon used by Army and Marine Corps units throughout the Covenant War.

M68_01000101

M68 ALIM	
MANUFACTURER: Misriah Armory	**FIRING MODE:** Semi-Automatic
OPTICS: No magnification	**LENGTH:** 9.7ft (3m)
AMMUNITION: M485 25mm HV/FTHPP	**CAPACITY:** Power-tether

The standard M68 features a strikingly similar design to the earlier M65 used by the CMA, but with a re-centered optics module and integrated body shielding to protect the operator.

HUMAN WEAPONS //

AUTOMATED DEFENSES

DESIGNED TO LOCK ONTO ENEMY SIGNATURES, AUTOMATED DEFENSIVE EMPLACEMENTS UNLOAD A BARRAGE OF FIRE AT AN ASTONISHING RATE, CAPABLE OF REDUCING EVEN ARMORED VEHICLES TO DETRITUS AND SMOKE WITHIN MERE SECONDS.

SCYTHE_01000101

SCYTHE

M71 ANTI-AIRCRAFT GUN	
MANUFACTURER: Misriah Armory	**ENTERED SERVICE:** 2406
LENGTH: 27.9ft (8.5m)	**WIDTH:** 20ft (6.1m)
HEIGHT: 31ft (9.4m)	**WEIGHT:** 11 tons (10 tonnes)
AMMUNITION: M715 20 x 102mm HEI/AP	

The UNSC's primary self-targeting, fully automatic anti-aircraft weapon, the Scythe is renowned for its power and accuracy. With two major variants in production, the M71 and the M85, the Scythe is largely unrivaled in its class. It is capable of designating, targeting, and firing on airborne opposition in under a second, unleashing a storm of vicious high-explosive rounds. When deployed, a Scythe actively seeks out hostile targets within its programmed field of view, relying on a full-range sensor, relay triggers, and even non-volitional AIs, in order to clear the sky with swift ferocity, while monitoring its systems performance and ammunition to maintain optimal levels at all times.

LANCE_01000101

LANCE

M95 GUIDED MISSILE WEAPON SYSTEM	
MANUFACTURER: Misriah Armory	**ENTERED SERVICE:** 2415
LENGTH: 27.4ft (8.4m)	**WIDTH:** 20ft (6.1m)
HEIGHT: 31.6ft (9.6m)	**WEIGHT:** 15 tons (13.6 tonnes)
AMMUNITION: M4510 ASGM-7	

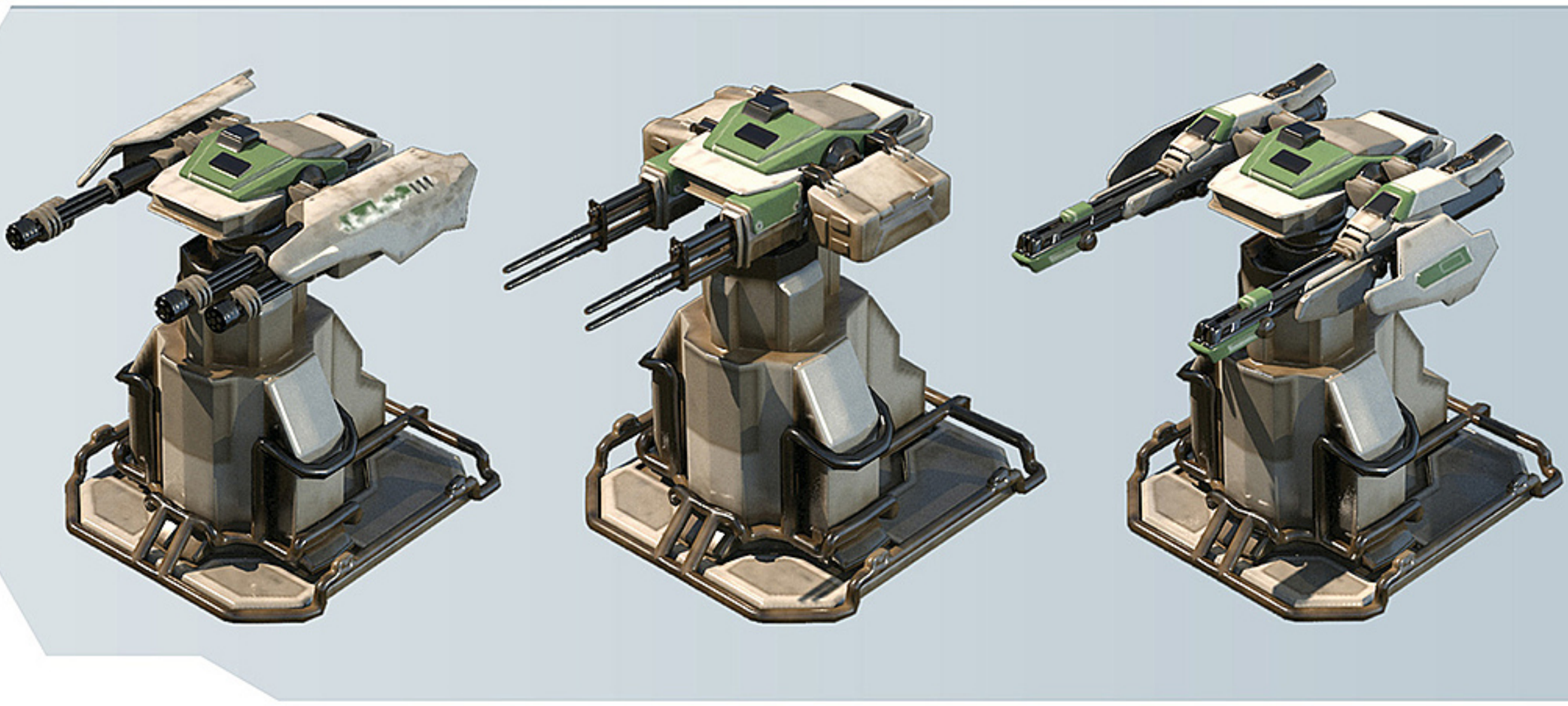
With extraordinary range and accuracy, the Lance is an automated defensive emplacement designed to engage enemy vehicles and even ships well beyond the reach of conventional anti-aircraft weapons. Its six-silo multiple launch system can coordinate devastating attacks well outside the suborbital plane, culling threats beyond the veil of human sight before they even appear. Though several other variants exist, the two most notable Lance models produced by Misriah Armory are the M95 and the M97. When synchronized within a network, multiple Lances utilize advanced coordinating subsystems in order to allow them to work together to govern preset field parameters or overwhelm a specific target.

ONAGER_01000101

ONAGER

MARK 2488/15CM MAGNETIC ACCELERATOR CANNON	
MANUFACTURER: Misriah Armory	**ENTERED SERVICE:** 2488
LENGTH: 106.9ft (32.6m)	**WIDTH:** 46.2ft (14.1m)
HEIGHT: 33ft (10m)	**WEIGHT:** 103 tons (93.4 tonnes)
AMMUNITION: M895 15cm HV/FTHPP	

Much like other mass drivers configured as weapon emplacements, the Onager is a powerful magnetic accelerator cannon capable of launching hollow-point slugs at enemy targets with extraordinary speed and precision. The weapon's asynchronous linear-induction motor (ALIM) can harness roughly 1.1 gigajoules of kinetic energy, sending ferric-tungsten slugs directly into the hull plating of an enemy ship, which is capable of causing remarkable damage and often incapacitating it. There are currently over a dozen Onager variants in production, employed at key sites on the surfaces of worlds, as well as orbital platforms, space stations, and even mounted on the exterior of capital ships.



TALOS_01000101

TALOS

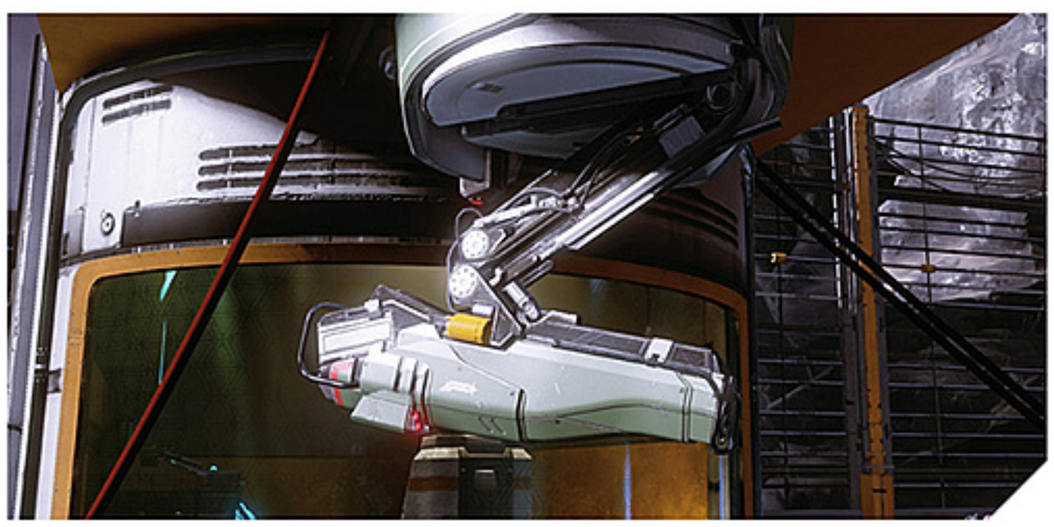
SIEGE_TURRET_01000101

M5 TALOS WEAPON STATION

Easily fitted to a variety of mounting stands and towers, the standard Talos is equipped with twin M202 machine guns and it can be operated in either an autonomous sentry mode or by personnel over a battle network relay. As a ubiquitous asset of nearly all UNSC firebases, this weapon station's rich modularity allows it to evolve with the demands of the battlefield. The Talos weapon platform's evolution culminates with the legendary Siege Turret, a powerful, single cannon artillery system designed to engage enemies well outside the range of standard turrets.

DEPLOYABLE AUTOMATED TURRETS

M3045_01000101



M3045 MEDIUM MACHINE GUN/SELF-TRACKING

A fixture of most military and paramilitary defenses, automated machine gun emplacements are weapons concealed within a lightly armored casemate, activated when its sensor array is triggered. Upon deployment, the weapon is capable of quickly detecting, identifying, and engaging targets of opportunity either as a single turret or, more commonly, a network of emplacements, issuing highly coordinated fire in order to maximize lethality. Deployable defenses often rely on an optical or laser sensor and an IFF interrogator for target acquisition, data which can be shared within the network of weapons allowing the emplacements to anticipate enemy movement.

M3063_01000101

M3063 AUTOMATED HEAVY MACHINE GUN/SELF-TRACKING

WOLF_SPIDER_01000101

M8 "WOLF SPIDER" AUTOMATED DEFENSE SYSTEM

HUMAN WEAPONS //

EXPLOSIVES AND KNIVES

THE MOST POWERFUL WEAPONS IN THE UNSC ARSENAL ARE NOT TRADITIONAL FIREARMS OR EXOTIC CUTTING-EDGE LASERS, BUT HANDHELD DESIGNATORS, WHICH CAN CALL DOWN ARTILLERY FIRE FROM THE SKY, OR TACTICAL NUKES, CAPABLE OF REDUCING AN ENTIRE CITY TO CINDERS. AND FOR MOST SOLDIERS, THERE IS LITTLE THAT CAN BEAT THE VISCERAL EFFECT OF A GRENADE OR COMBAT KNIFE ON ENEMY MORALE.

FRAG GRENADES

M9 HIGH EXPLOSIVE-DUAL PURPOSE ANTIPERSONNEL GRENADE

MANUFACTURER: Misriah Armory

EXPLOSIVE FILLER: Composition L (ComL)

ENTERED SERVICE: 2310

WEIGHT: 2.1lbs (0.9kg)

High-explosive, dual-purpose (HEDP) fragmentation grenades are used by all branches of the UNSC. Although there is considerable variance in size and shape, depending on the location of manufacture, all M9 grenades are consistent in functionality and overall performance. Upon detonation, the grenade violently extrudes its metallic casing in every direction. Between its concussive force and the fragmented shrapnel, the blast crushes bone and rips through flesh, and unable to be dissipated by most infantry armor. The explosion's area of effect can injure at up to 49ft (15m) and kill at 16ft (5m). Its design makes it ideal for engaging entrenched enemies, as it can be ricocheted off hard surfaces.

M9_FRAG_01000101

TARGET DESIGNATORS

Target designators combine a battlenet relay, rangefinder, global positioning system, and fire control computer into a compact, pistol-like device. The user simply points it at a target, pulls the trigger, and the device will signal the allocation of available artillery support and make the necessary call for fire at the marked location.

H-165_FOM_01000101

H-165 FORWARD OBSERVER MODULE

MANUFACTURER: Misriah Armory

ENTERED SERVICE: 2543

Used extensively by Spartans deployed on core worlds, the H-165 module's access to orbiting artillery and friendly spacecraft made it capable of executing pinpoint strikes anywhere on the planet's surface.

H-295_FOM_01000101

H-295 FORWARD OBSERVER MODULE

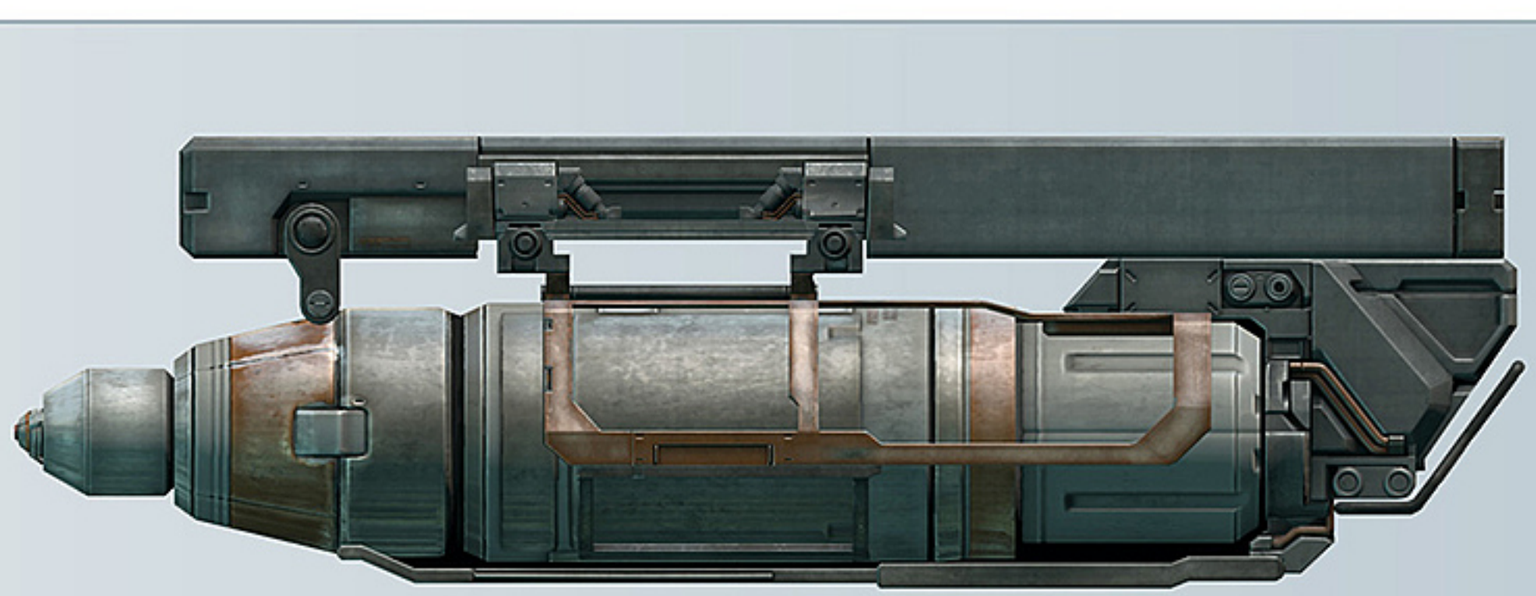
MANUFACTURER: Misriah Armory

ENTERED SERVICE: 2554

The M-295 is effective even in contexts where extensive atmospheric disturbances, electromagnetic anomalies, and other environmental hazards make acquiring target solutions and mensuration difficult.

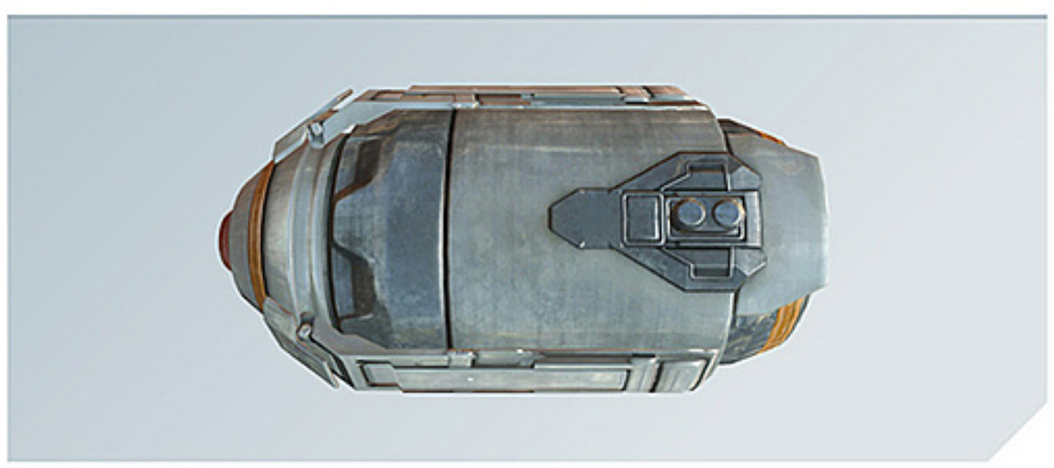
NUCLEAR WEAPONS

Military-grade MFDDs (Medium Fusion Destructive Devices), such as the HAVOK, FURY, and FENRIS, are portable nuclear devices that are most commonly used for excavation and mining, but are comfortably designed for combat as tactical nukes. Their base architecture is simple and unimaginative, a bare cylinder with a keypad, easily anchored to a rocket propulsion system for remote detonation, or, in extraordinary circumstances, manually activated onsite. During the Covenant War, tactical nukes were an essential fixture of the UNSC's fallback strategy, preemptively denying the opposition territory they could use create footholds or establish supply lines, as well as clearing large pockets of enemy occupation on worlds that had long been forsaken.



NUCLEAR_DELIVERY_SYSTEM_01000101

HAVOK_01000101



MARK 2556 MEDIUM FUSION DESTRUCTIVE DEVICE	
MANUFACTURER: Misriah Armory	**EXPLOSIVE FILLER:** Mvalth-DTPF 80-S
ENTERED SERVICE: 2556	**WEIGHT:** 57.6lbs (26.1kg)

HAVOK

In the first fifty years of the 26th century, Misriah Armory has produced over a dozen nuclear devices under the name Havok. These weapons all vary in design, size, and explosive yield, but loosely effect the same purpose: large-scale, tactical nuclear strikes–a function that they performed extraordinarily well during the Covenant War and the conflicts which followed. The two most notable deployments of the Havok were likely when a Mark 2521 MFDD mine configuration was used to eradicate the Covenant's presence at Côte d'Azur, ultimately safeguarding the colony of Sigma Octanus IV, and when a Mark 2556 MFDD was used to destroy the *Mantle's Approach* and stop the Didact's assault on Earth.

COMBAT_KNIVES_01000101

COMBAT KNIVES

When a UNSC soldier needs to get up close and personal with the opposition, there are few better alternatives than the combat knife. Large-scale manufacturing and broad leeway with usage regulations meant that hundreds of options are available to UNSC personnel, including unconventional knives such as billhooks, kukri, ulu, and various push daggers for trench warfare and boarding actions. The most common weapon in service across all UNSC branches is the standard M5, with an operational history of decades.

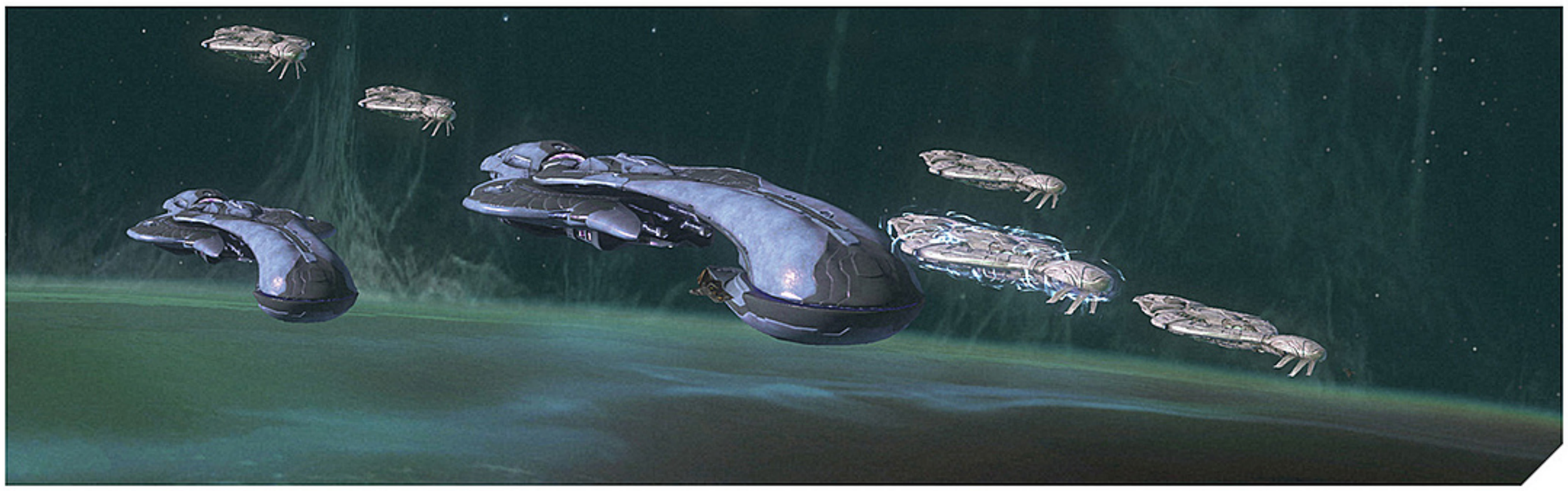
SPARTAN USAGE

The M11 combat knife was explicitly designed for use by Spartans, utilizing hyperdense metal alloys to make it almost unbreakable. When wielded by a Spartan wearing Mjolnir armor, the blade could be thrust with force sufficient to penetrate both energy shielding and ultra-dense plating. Later versions of Mjolnir armor included personalized magnetic sheathes, allowing operators to customize blade design and placement to maximize effectiveness in the field.

CHAPTER TWO

COVENANT

Drawn together by a grave misunderstanding of the Forerunners' final purposes, the alliance known as the Covenant brought ruin to countless worlds in their efforts to find Halo. What they realized only too late was that it was never theirs to find. Wracked by this conclusion, it was only a matter of time before the lies of their Prophets led to the empire's ruinous demise.



COVENANT_FLEET_01010110

gods had left behind. For this reason, the empire's primary focus was the recovery of all Forerunner relics, employing these sacred instruments to the glorious end of finding and activating Halo.

MILITARY

Under the control of the Sangheili since its founding, the Covenant military was a vivid manifestation of the empire's ability to dominate by sheer power. Comprising an immense naval force that melded Sangheili aerospace manufacturing and Forerunner reverse-engineering, the Covenant possessed almost innumerable armed forces siphoned from its client species, capable of engaging opposition in every conceivable context. Augmented by formidable weaponry that nearly always outclassed their opposition, the Covenant military was without equal in the known galaxy. Although it communicated a monolithic unified power, the inner workings of the military's structure were much more complex, and often embroiled in competition, infighting, and rivalry. Driven by the ambitions of various ministries and the proud, hidebound ethos of warriors seeking to prove themselves, the central hope of divine sublimation was the only thing capable of maintaining order.

TECHNOLOGY

Although some Covenant species had seen measured advancement on their own, the alliance's recovery and analysis of Forerunner machines was the key to producing the empire's remarkable technology. Many of their most important discoveries arose from their indefatigable probing of the Dreadnought, which possessed countless systems and machines for science guilds to study and reappropriate. Although the San'Shyuum and Sangheili originated from cultures that initially viewed such actions as sacrilege, both came to believe that even the heavy reworking of technology to benefit the practical needs of the Covenant honored the Path—a road they believed was itself littered with innumerable Forerunner treasures, assisting the faithful in their quest for transcendence. The Covenant's ships, weapons, vehicles, structures, and a myriad of seemingly mundane machines used in their everyday lives were all the products of clever reverse-engineering, such that Covenant technology was holistically imitative. This emulation delta eventually proved to be disastrous for the empire, constraining and ultimately perverting their understanding of the Forerunners' true purposes.

DOMINION

The Covenant's homeworld and primary base of operations was High Charity, an enormous space station capable of slipspace travel, that was attended to and protected by a seemingly endless array of warships. High Charity was the seat of Covenant governance and military power, as well as the hub for all religion, culture, manufacturing, and scientific exploration. As the San'Shyuum had completely severed ties with their own homeworld, Sanghelios and its many extant colonies operated as the Covenant's fortress worlds, employed for military planning and production. Client species generally gave up the rights to their own worlds for the full leveraging of their native resources. In some cases, the Covenant discovered worlds once held by the Forerunners themselves, and quickly moved to safeguard and extract resources, even using them simply as military strongholds—though much of their interaction with these sites was barred to them, as they lacked authority to access them in their fullness.

CULTURE

The Covenant's culture was largely dictated by the San'Shyuum, as they were the authors of all customs, literature, art, and modes of life within the empire. Their greatest concession, however, was language, which came from the Sangheili due to the relative simplicity of their native tongue and the sheer number of their kind at the beginning of the Covenant. Most species within the Covenant maintain elements of their own cultures, a grace endowed by the hegemony, but one of practical significance, as it kept its expansive populations in check. The Covenant divide time into seven ages, which represent not just eras, but the collective motivations of the empire during a given period. Ages repeated over time, as recurring themes determined by the ambitions of the Prophets. Smaller, more discrete spans of time are cycles and units. A single day on High Charity is called a cycle and it consists of 265 units.

Age of Abandonment	The First Age: Ignorance and Fear.
Age of Conflict	The Second Age: Rivalry and Bloodshed.
Age of Reconciliation	The Third Age: Humility and Brotherhood.
Age of Discovery	The Fourth Age: Wonder and Understanding.
Age of Conversion	The Fifth Age: Obedience and Freedom.
Age of Doubt	The Sixth Age: Faith and Patience.
Age of Reclamation	The Seventh Age: Journey and Salvation.

INTRODUCTION TO THE COVENANT //

THE COVENANT

JOINED BY A UNIFIED RELIGIOUS VISION, THE COVENANT ALLIANCE SCOURED THE GALAXY IN SEARCH OF HALO, SEEKING TO IGNITE THE SACRED RINGS, WHICH WOULD USHER THE FAITHFUL INTO DIVINITY, WHILE ANNIHILATING ALL UNBELIEVERS.

COVENANT_01010110

The Covenant was a galaxy-spanning, multi-species empire adhering to the central belief that an ancient civilization known as the Forerunners had achieved divinity through the activation of Halo, a weapon network they referred to as the Sacred Rings. As the empire sought to follow this Path to transcendence, they proselytized other species, incorporating them into their numbers, while leveraging the remarkable technologies left behind by their gods to decimate any who refused. Although the Covenant's dominion was spread across the Orion Arm, the throne of their power was the Holy City of High Charity, an immense space station powered by a Forerunner starship known as the Dreadnought.

WRIT OF UNION

After decades of war between the San'Shyuum and the Sangheili, the Covenant was tenuously founded through the Writ of Union, an eternal pledge between their species that would balance power and wisdom, dividing functions based on their own predispositions. The San'Shyuum would exact religious and bureaucratic authority as the prophets of the Forerunners, while the Sangheili would oversee their military force. The Dreadnought, which had cost so many lives during the war, would now be decommissioned, consecrating the center of High Charity by providing the entire city with power. Over the ages, what began as a tenuous relationship of necessity, born of out of mutual veneration for the Forerunners, eventually solidified into an empire that could bring entire civilizations to their knees.

GOVERNMENT

The terms of the Writ of Union dictated the framework for the Covenant's government: the San'Shyuum guided all religious and political ministrations, placing them in the seat of authority, acting as the mouths of the Forerunners themselves. At the apex of the Covenant were the hierarchs, a triumvirate of three High Prophets whose words were considered divine law. Day-to-day administrative decisions were given to the High Council, several hundred San'Shyuum and Sangheili councilors who governed the ebb and flow of the empire itself. Below this delegation was an elegant but complex sphere of authority, comprised of councils, ministries, assemblies, and conclaves, with extensive sub-offices that carried out the Prophets' holy writ and issued tasks and duties for the various client species.

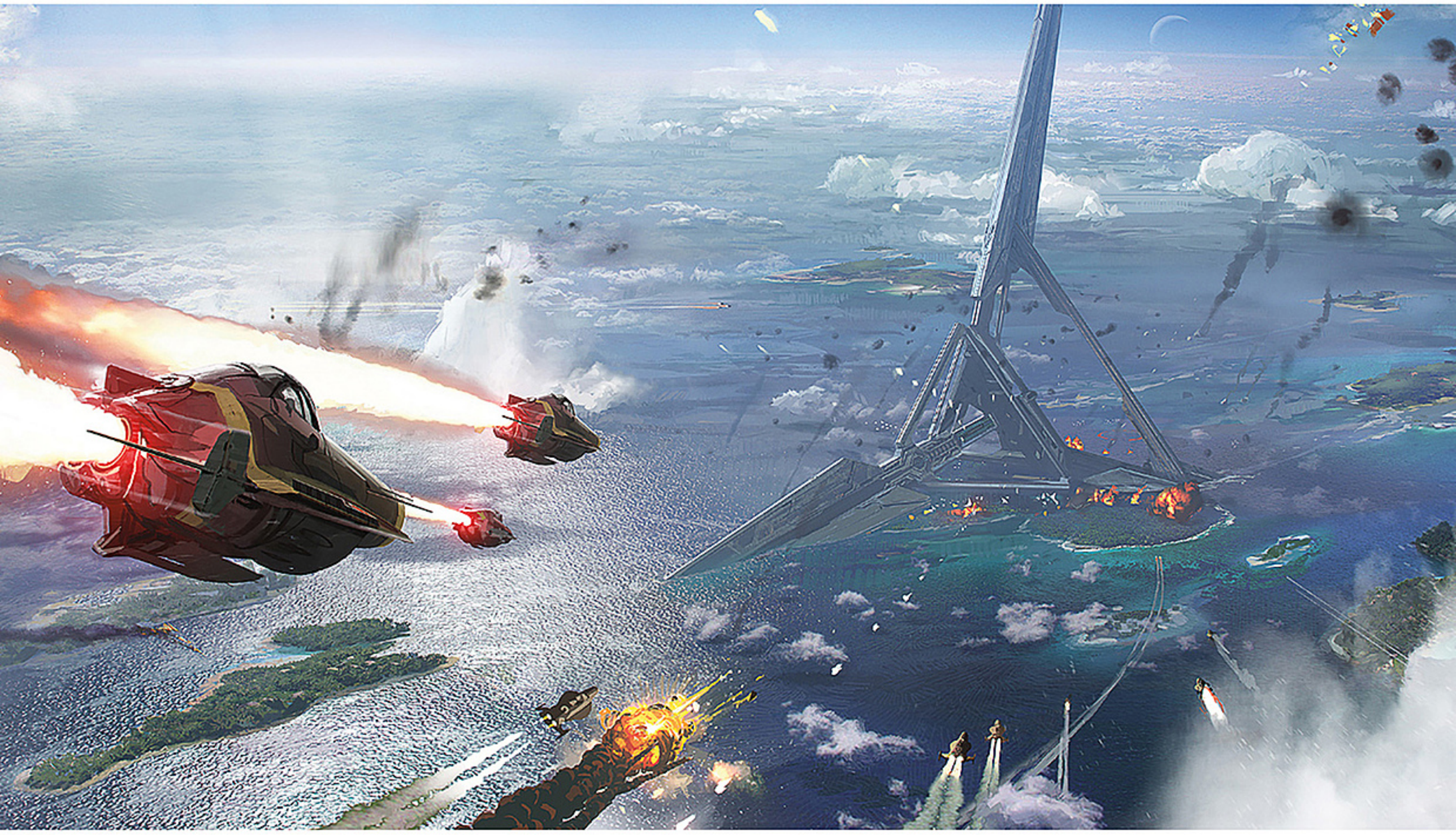
RELIGION

The Covenant was forged with numerous distinct species originating from different worlds scattered across the galaxy, all joined by the core belief in transcendence through Halo. The Covenant religion was developed from the translations of Forerunner script and insights pried from hallowed systems. The translations spoke of an ancient time when the Forerunners were faced with their own doom at the hands of a parasite known as the Flood. Igniting the Sacred Rings carried the Forerunners onto the Great Journey, where they now awaited all who followed the Path. For the Covenant, everything that belonged to the Forerunners belonged to them by divine right–believing themselves to be the true heirs of all that their

INTRODUCTION TO THE COVENANT //

COVENANT HISTORY

ALTHOUGH ARISING FROM A PROFOUND MISAPPREHENSION ABOUT THE FORERUNNERS, THE COVENANT WAS ONE OF THE SINGLE GREATEST EMPIRES TO EVER EXIST IN THE GALAXY. ITS ACTIONS FOREVER CHANGED THE COURSE OF HISTORY.



WAR_OF_WILLS_01010110

THE DREADNOUGHT

The origin of the Covenant can be traced back to a pivotal war thousands of years before their encounter with humanity. Janjur Qom, a world populated by powerful, inexplicable relics, led the native San'Shyuum to develop a religion, positing that those who made these relics were gods. Known as the Forerunners, the San'Shyuum believed this ancient civilization achieved divinity through the activation of Halo, a series of machines they would call the Sacred Rings. These religious convictions, however, were based on a fundamental mistranslation of the artifacts themselves, skewing all future observations the San'Shyuum would make. The most resplendent of these relics was the majestic Dreadnought, a massive Forerunner ship lying at the center of the Great Apothtea sea.

It was a dispute over this vessel that tore the San'Shyuum people apart. Some thought they should infiltrate the Dreadnought and explore its interior to better understand their gods; others opposed this strongly, seeing such activity as desecration of a holy site. The controversy that followed led to a fierce division: The Stoics said that artifacts should only be deferentially observed, while the Reformists refuted this, stating that these sacred objects had been left behind as gifts to be activated, explored, and even dismantled if warrant was found. The conflict began entirely political and philosophical, but quickly devolved when the Stoics' numbers began to erode, forcing its leaders to violently suppress the Reformists through both imprisonment and death.

In 2200 BCE, the War of Wills would begin, a bloody, century-long conflict that culminated in a thousand heavily armed Reformists secretly infiltrating the Dreadnought before barricading themselves inside. With the Stoics unwilling to damage the vessel to quell this heinous act, the battle quickly turned into a protracted standoff. To the Stoics' shock and utter bewilderment, the Reformists eventually managed to activate the Dreadnought, igniting its engines and taking flight into space. After fleeing Janjur Qom, the Reformists stumbled upon ancient orbital installations around Salosur Qom, a neighboring world in their system. Here, they found not only provisions, but artificial creatures called Huragok and a powerful cartographer. When this machine fed

sparked an insurrection in 851 BCE, which would be known as the Rending. Fleeing to the Refuge, a Forerunner shield world, 'Xellus and his followers secretly plotted their rebellion, but were stopped by one of the Covenant's newly formed fleets, under the leadership of High Lord Mken 'Scre'ah'ben. 'Xellus used the shield world's disassembling process to trick the Covenant into believing they had been destroyed. This would be only one of many trials in the coming centuries, as the Covenant's dominion grew and they encountered other species which could be incorporated into their numbers and plied to serve the empire.

THE INGATHERING

In 789 BCE, a Covenant fleet stumbled onto Te, a gas giant that was surrounded by a ring of rock and debris, the shattered remains of a Forerunner installation. An eel-like species called the Lekgolo were the cause of the installation's demise and they were still occupying the ring and Te's moons. The Sangheili struggled to eliminate the species without damaging what remained, but this only resulted in heavy combat losses. The Lekgolo were able to bind themselves together, forming subsistence gestalts of remarkable resilience and strength—fierce and powerful behemoths against which the Covenant military had little defense. It was eventually discovered that the Lekgolo could be tamed and used to clear debris from the surface of Forerunner artifacts, aiding in excavations. A truce was brokered which offered amnesty to the Lekgolo for their service to the Covenant. Years later, San'Shyuum priests would employ Lekgolo to scour the information pathways of the Dreadnought, granting them further access to the ship than they had before. This led to the Oracle—a damaged Forerunner AI called Mendicant Bias, who would enigmatically communicate on very rare occasions.

High Charity's completion finally came in 648 BCE, ironically the same year the San'Shyuum alleged that their original homeworld was destroyed due to a stellar collapse. Mysterious and guarded about their past, the San'Shyuum refused to provide coordinates to verify this claim. From this point forward, the Holy City became the center of Covenant power and from it they deployed countless fleets into the outer reaches of the galaxy, in their unwavering search of Halo. This would continue largely unimpeded for centuries, until the Covenant finally encountered other civilizations, some which deeply tested their resolve.

In 1112 CE, the Covenant found Palamok, the home of the Yanme'e, trillions of tenacious and defensive sentient insectoids who thrived in their planet's oppressive conditions. Believing the world to have Forerunner relics hidden below its surface, the Covenant initially engaged the Yanme'e in a fierce battle, but this proved fruitless, costing the Sangheili thousands of their own. It was only under the threat of extinction from the Covenant's warships, did the Yanme'e finally agree to parley. When the Forerunner installations proved inaccessible, the Covenant allowed the Yanme'e to join, incorporating them first as workers, then eventually as warriors.

About two hundred years later, the Covenant discovered the Kig-Yar, an avian civilization which occupied Eayn, the primary satellite of the planet Chu'ot and its surrounding asteroids. Despite ages of hostility between their own colonies, the Kig-Yar forged a powerful united front against the Covenant, who sought to access a Forerunner facility buried in one of their habitats. After a series of victories by the Covenant, which proved their naval superiority, San'Shyuum missionaries were dispatched to reach an agreement. Surprisingly, the Kig-Yar were not concerned about the Forerunner relics, but used them to force an armistice. In 1342 CE, the Covenant offered the Letter of Marque, employing Kig-Yar as privateers, mercenaries, and contractors. In exchange, the Covenant would explore and excavate the abandoned Forerunner facility without restriction. Despite being driven exclusively by monetary gain, the Kig-Yar proved to be one of the most versatile and resilient members of the Covenant.

In 2142 CE, the Covenant encountered the Unggoy, a squat, arthropodal species on the icy world of Balaho. Absent of Forerunner artifacts, the Covenant merely conquered the Unggoy, forcibly integrating this species as a workforce. The Unggoy became enslaved laborers,

navigational data into the Dreadnought, it activated an onboard device known as a Luminary—a system that could guide the vessel to worlds rife with Forerunner relics. Eventually, the Reformists gathered many of the Huragok aboard the Dreadnought and followed the Luminary's signal away from their star system and into the great beyond.

WAR OF BEGINNINGS

For hundreds of years, the San'Shyuum aboard the Dreadnought traveled across the stars, discovering vast Forerunner reliquaries on long-abandoned worlds and in derelict installations. Not only were they enriched by the Huragok's unfolding of their makers' secrets, but this further crystallized their beliefs in the gods themselves. In 938 BCE, the San'Shyuum came upon Ulgethon, a hardscrabble world that appeared to be entirely uninhabited. After making landfall, the first pioneer detachment targeted a repository of Forerunner relics. Upon their arrival, however, they discovered that the site was inhabited by a sapient species known as the Sangheili. Although their first encounter was amenable if tense, after the Sangheili discovered the San'Shyuum's true intentions, a bitter and devastating war began that would bring both species to the brink of extinction.

Originally from Sanghelios, the Sangheili had arisen on a world rich with Forerunner artifacts, also revering the Forerunners as gods. Having long ago spread out among the stars, they spent generations carefully observing and protecting the sacred relics, holding that physical manipulation of such technology was blasphemy of the highest degree—immediately punishable by death. When the San'Shyuum emissaries revealed their desire to excavate the relics, the Sangheili slaughtered them, sending their dead bodies back to the Dreadnought as a warning. This initiated the War of Beginnings, as the San'Shyuum quickly took the Dreadnought into the skies, only to be met by a blockade of Sangheili ships. The fleet engaged the Dreadnought relentlessly, but the ship's resilience proved matchless and the Sangheili were summarily defeated. Though the San'Shyuum were unwilling to land again, they showed their resolve by violently razing the planet and eradicating its Sangheili population.

The war spread across other Sangheili worlds in the years that followed, bringing untold devastation as the San'Shyuum sought to obliterate whatever remained of their new enemy and the Sangheili resolutely fought back, even once managing to infiltrate the Dreadnought's interior, killing thousands and damaging several critical systems. This event began to shift the opinion of San'Shyuum within the Dreadnought. Although their leader, Pervading Stone, demanded more Sangheili blood, others such as Breaking Shadow and Ushering Dusk opposed this, instead desiring a truce. The First Kaidon of Sanghelios, Mhelaat 'Orlam, also sought change, when he proposed that the Sangheili respectfully use their own Forerunner artifacts, many which they knew already to be powerful weapons. While this was resisted for a time, even leading to the assassination of the First Kaidon himself, the Sangheili eventually gave in, recognizing the peril of continuing against the San'Shyuum as they had. In 876 BCE, under the bold wisdom of 'Orlam's son, Pelahsar the Strident, they began employing their own Forerunner weapons to great effect.

While this softened most San'Shyuum toward the possibility of a cease-fire, Pervading Stone grew only more incensed. Seeking to obliterate the Sangheili, he finally brought the Dreadnought to Sanghelios, ravaging their homeworld and its moons. In response, the Sangheili unleashed their newfound weapons, eventually bringing the Dreadnought down on Suban and holding it in place with gravity anchors. The Sangheili long debated whether to simply destroy the ship outright or to breach it for their own taking. By 855 BCE, Breaking Shadow led a swift and violent coup within the Dreadnought, assassinating Pervading Stone who had refused peace for so many years. With newfound solidarity among his people, Shadow then prepared to at last broach the possibility of peace with the Sangheili.

THE FOUNDING

In 852 BCE, the San'Shyuum sent an unarmed delegation, who recounted all that had happened in the previous years, after which Breaking Shadow and Pelahsar the Strident, the new First Kaidon, forged a tenuous truce, forgiving each other of their past crimes and working toward peace. This effort was formalized with the Writ of Union, a document of covenant between both species and, ultimately, recognition of their sole and central focus: worshiping the Forerunners through the discovery and reverent exploration of their profound, luminous artifacts. This was the birth of the Covenant alliance, an agreement founded on the belief that despite their blood-soaked history and significant differences, both species could work together to pursue transcendence into divinity: their shared quest of the Sacred Rings.

FOUNDING_01010110

The Writ of Union required both species to lay down their arms and unite. The San'Shyuum forsook their Dreadnought, decommissioning it to power the Holy City of High Charity, which would one day become the central hub of the Covenant's burgeoning empire. The Sangheili would govern all military affairs, while the San'Shyuum provided overarching religious insight and purpose. Despite these efforts, not all Sangheili desired to join the Covenant. A field commander named Ussa 'Xellus

placed at the bottom of the hierarchy and given the most menial and hazardous tasks. Twenty years later, feuding between Kig-Yar and Unggoy on High Charity led to the Infusion Incident. The Kig-Yar had poisoned an Unggoy narcotic, leading to widespread sterilization, and ultimately, a large-scale rebellion by the Unggoy. The revolt was only stemmed by a unilateral attack on Balaho, subduing the Unggoy, though from this point forward they would be incorporated as soldiers in the Covenant, their resolve and ability now proven in battle.

Centuries later, in 2492 CE, the Covenant came upon the world Doisac, and found themselves pitted against the powerful and ruthless Jiralhanae species. This encounter came on the heels of a bloody civil war between Jiralhanae war packs called the Great Immolation, with Doisac teetering on the edge of nuclear winter. The conflict that followed was short-lived but fierce. Despite deep reservations by the Sangheili, the San'Shyuum eventually offered a truce with the Jiralhanae. The Sangheili reluctantly conceded, placing the Jiralhanae under close scrutiny and in easily controlled roles. This tenuous relationship began to expose cracks in the foundation of the Covenant that would ultimately lead to its demise.

WAR OF ANNIHILATION

The Covenant's first real contact with humanity came when their Luminary located the world of Harvest. Believing it to be a reliquary of untold treasures, three San'Shyuum soon uncovered an unsettling truth: the ancient machine had been drawn to the world by human signatures, marked with the Forerunner symbol "Reclaimer." The Dreadnought's

INVASION_01010110

Oracle revealed that the Covenant had mistranslated the glyph for millennia, and that humans were the rightful heirs of the Forerunner legacy. Such a truth would prove disastrous for the Covenant if made known, so the three hid this revelation, leveraging the discovery of humanity to stage their own political rise. Becoming the High Prophets of Truth, Regret, and Mercy—they painted humans as vermin infesting sacred Forerunner worlds and targeted them for genocide in what would be known as the War of Annihilation.

The destruction of Harvest was only the beginning. The Covenant's innumerable fleets were dispatched from High Charity in the hope that they could bring a swift end to human existence, crushing every single world they occupied until there were none left. This hope was misplaced, however, as the Covenant soon discovered. Not only was humanity's presence far too widespread, but often the worlds they resided on possessed hidden stores of Forerunner relics, forcing the Covenant into costly ground campaigns, as they were intent on securing these assets once the

ORBITAL_BOMBARDMENT_01010110

human threat was removed. Although the Covenant made deep inroads into human territory, their enemy's centralized homeworld remained hidden, thus limiting their impact to only frontier colonies of limited value. Nevertheless, the High Prophets who led the Covenant–the same ones who had discovered the truth about humanity–continued to press this ruthless eradication by glassing world after world in the name of their gods.

The Covenant eventually came upon Reach in 2552 CE, the humans' primary military stronghold. Their initial attack was isolated and strategic, but soon the entire world was set ablaze, as the Covenant eagerly sought a portal that could take them to the Ark, a mysterious Forerunner installation with the ability to activate Halo. Although the portal could not be accessed, a single human vessel, the *Pillar of Autumn*, fled the planet, trailed closely by the Fleet of Particular Justice. A seemingly randomized escape led the Covenant to Alpha Halo–one of the long-sought Sacred Rings. During the Covenant's efforts to secure the installation, the Flood parasite was released and the ring was destroyed by the human known as the Master Chief. The Covenant fleet's commander, Thel 'Vadamee, returned to High Charity in shame, but was granted the suicidal role of Arbiter as punishment, and would serve as a weapon of the High Prophets.

THE GREAT SCHISM

In their pursuit of Halo, the Covenant eventually discovered the location of Earth, and a meager fleet led by the Prophet of Regret attempted to seize its spoils. Below the human planet's surface was another portal, but before they could uncover it, the Master Chief–who had come to be known to them as the Demon–forced the Covenant ship away from the planet. Fearing for his life, Regret took the fleet and escaped to Delta Halo, the coordinates of which had been discovered on another human world shortly before. A human ship followed the Covenant to Delta Halo, and the Demon eventually hunted down and killed Regret. The death of a hierarch allowed the Prophet of Truth an opportunity to invoke radical changes to the Covenant's military, eventually supplanting the Sangheili with the Jiralhanae in a violent coup led by their chieftain, Tartarus. The Arbiter, and the Sangheili with him, came to understand the truth about Halo and their betrayal at the hands of the San'Shyuum. Suddenly turning against the Covenant, the Sangheili fought alongside humanity, igniting what would be known as the Great Schism.

Although Tartarus was killed and the activation of Delta Halo averted in a joint effort by humanity and the Sangheili, the Flood formerly contained on the ringworld escaped, making its way to High Charity under the guidance of the parasite's ancient, centralized intelligence–the Gravemind. Truth wasted no time in response, awakening the long-silent Dreadnought and using it to lead the last of the Covenant's forces directly to Earth. Once there, the Prophet accessed the portal and traveled to the Ark installation. Upon his arrival, Truth deployed his forces from the Dreadnought. But when he attempted to activate the Sacred Rings, he was hunted down and killed by the Arbiter, effectively bringing an end to the Covenant. The humans and the Sangheili escaped the Ark and activated the tactical pulse of a newly forged Halo ring, purging a local Flood infestation, and signaling the final defeat of the Covenant and the close of their war against the humans.

AFTERMATH

With High Charity destroyed, the Covenant's forces fractured, and many of its extant worlds in disarray, the client species that once belonged to the alliance splintered off. Most returned to their home-worlds, attempting to forge new futures in the wake of centuries of

GREAT_SCHISM_01010110

GUARDIAN_OVER_SANGHELIOS_01010110

service to the Covenant. The Sangheili did not fare as well. Having been unified under the banner of the Covenant for so long, its sudden collapse created an enormous vacuum of power in their civilization, inevitably leading to strife and war. What would be known as the Blooding Years represented a period of turmoil and flux for Sanghelios and her surviving colonies. The Arbiter had gathered many keeps together under the mantle of the Swords of Sanghelios, hoping to imbue unity and peace on his world. Most, however, despised his alliance with the humans, and others hated his forsaking of the Great Journey, leading to a violent and tumultuous period of unrest.

The Jiralhanae who survived the fall of the Covenant saw similar consequences on their own worlds. Rival clans fought for land, property, and ships, while others continued to pursue the Covenant's goal of divine transcendence, unwilling to give up the promises spoken by the Prophets. The Keepers of the One Freedom were one of these groups. Open to all willing to walk the Path, the Keepers continued the traditions of the Covenant, yet divorced it from the failures of the Prophets. Other Jiralhanae sects completely disabused themselves of the Covenant altogether, the most notable being the Banished. Originating well before the Covenant's demise, the Banished were an alliance of Jiralhanae warlords under the leadership of Atriox. Though resembling the Covenant in many ways, having attracted the same thrall species and bearing a familiar arsenal, the Banished were unified not under the pretext of divine sublimation, but on power, security, and autonomy, desiring to use the weapons of the Forerunners to decimate any who would oppose them.

Other factions born of the old alliance's demise populated this era, the most notable being the resurgent Covenant under the leadership of Jul 'Mdama. Enraged over the Arbiter's pact with humanity and embittered by the loss of his wife, 'Mdama's own journey led him to ancient stories of the Didact, humanity's greatest nemesis, a Forerunner held in stasis within a Cryptum on the world Requiem. From the remote colony of Hesduros, 'Mdama's zeal to awaken the Forerunner kindled the armories of its people, leading to the formation of a new Covenant. The forces at 'Mdama's disposal were immense and managed to help bring the Didact back, but this victory would be short-lived, as the Forerunner's end came at the hands of the same Demon who had aided the Arbiter years earlier. 'Mdama continued his campaign for Forerunner weapons, hoping to extinguish humanity at any cost, yet these efforts were eventually cut short, with a Spartan strike team assassinating him on Kamchatka, and then finally through the Swords of Sanghelios's assault of the last Covenant bastion at the city of Sunaion.

With the dawn of Cortana's oppressive rule over many former Covenant worlds, only echoes of the empire remain. The Servants of the Abiding Truth, under the hand of 'Mdama's own son, Dural 'Mdama–the Pale Blade–seek to gain control of humanity's greatest treasure, the immense and enigmatic Forerunner shield world known as Onyx. Although the Servants rejected the tenets laid down by the San'Shyuum, their alignment to the Covenant's chief goal remained unchanged: activate Halo at all costs, removing any who stood in their way. The Banished's unchecked raiding of the Ark installation also revealed that many of the former Covenant survived aboard the Dreadnought, unaware of the empire's fall and unwilling to allow it to go silently into the night. Led by Prelate Dhas Bhasvod, the Covenant of the Dreadnought remain bold and undaunted, even despite their recent failure to activate Halo. Only time will tell if the fire of the Covenant can once again be reignited, but what has survived is little more than a smoldering ruin, on the brink of being extinguished forever.

INTRODUCTION TO THE COVENANT //

SAN'SHYUUM

KNOWN TO MOST AS THE PROPHETS, THE SAN'SHYUUM WERE THE SELF-APPOINTED LEADERS OF THE COVENANT, AND THE PRIMARY INSTIGATORS OF THE WAR AGAINST THE HUMANS. UNDER A VEIL OF PIETY, THEY RULED THE COVENANT THROUGH SHREWD, CALCULATING MACHINATIONS.

SPECIES NAME: *Perfidia vermis*

HOMEWORLD: Janjur Qom

HEIGHT RANGE: 7ft–7ft 5in (213.4–226.1cm)

WEIGHT RANGE: 179.4–212.9lbs (81.4–96.6kg)

Despite the pluralistic nature of the Covenant, the San'Shyuum are its leaders both religiously and politically. As mediators of Forerunner-inspired doctrine, the San'Shyuum have no equals within the Covenant. Their interpretations of Forerunner intent are tantamount to divine script. In this same vein, the Covenant's belligerence toward humanity was manufactured by specific San'Shyuum in an effort to maintain that control, though it would ultimately prove to be their undoing. With the dissolution of the Covenant at the hands of their former allies, the Sangheili, it is likely that San'Shyuum who managed to escape now teeter at the edge of extinction.

PHYSIOLOGY

San'Shyuum are generally lean, tall beings with narrow serpentine necks and large heads and eyes. Their bodies are composed of lithe musculature that is made feeble with even moderate age. They have tridactyl hands and prehensile feet, and although they can walk upright, most are relegated to anti-gravity mobility systems, such as thrones, harnesses, and belts, due to their weak frames. Medical advances have allowed San'Shyuum to live for hundreds of years, and a select handful of their kind were forged into Prelates, biologically augmented warriors who echo an ancient era of the species prior to Forerunner manipulation.

HISTORY

Once allied with ancient humans, the San'Shyuum were genetically degraded and later reseeded on Janjur Qom by the Forerunners after the activation of Halo. Slowly redeveloping over time and ignorant to their species' ancient past, they established a religion around the Forerunners which was linked to a massive Dreadnought that had crashed at the center of Great Apothtea sea. In 2200 BCE, two rival sects fought a vicious civil war over access to the Forerunner ship. During the conflict, a renegade group stole into the Dreadnought, activating the vessel and leaving their world. They would eventually encounter the Sangheili, which culminated in the founding of the Covenant. Per the terms of that alliance, San'Shyuum took the seats of religious and political power, which they held mostly uncontested until the Great Schism and the Covenant's demise which soon followed.

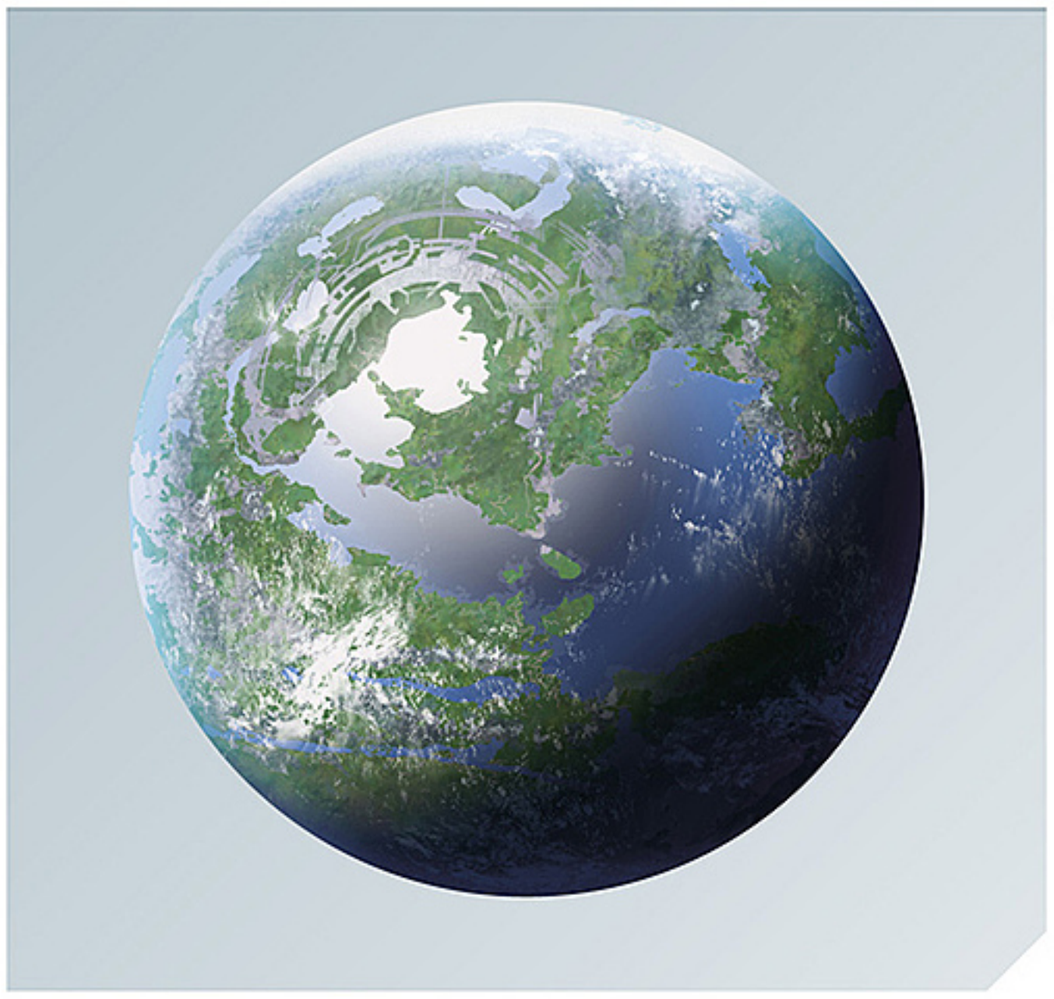
CULTURE

During the time of the Covenant, the San'Shyuum's culture had degraded into a shadow of what it was in the earliest ages, and is now dominated by scandal and political controversy. Despite this and their own physical

infirmities, they continued to maintain a place of affluence and power. Fewer in number and physically far weaker than any other species in the Covenant, the San'Shyuum ruled by sheer force of will and the silencing fear that they spoke for the gods. With their original language long-replaced by Sangheili, much of their cultural milieu–clothing, architecture, and even religious practices–was plied to encroach and even overwrite many existing Sangheili designs. The elaborate contours and extravagant colors seen in much of the Covenant's aesthetic were the direct outcome of the San'Shyuum's decadent influence.

SOCIETY

Although their physical trappings were luxuriant and self-indulgent, the San'Shyuum social framework was rigid, austere, and the result of long centuries of institutional efforts to mitigate their low genetic diversity. This drove most of their kind to be consumed by personal ambition and the desire to excel at their vocation, whether political, scientific, or religious. One key contributor to this worldview was their dwindling population and gene pool, which forced them to closely monitor all procreation. The Roll of Celibates restricted breeding, and therefore directly impacted all social interactions, with structural manipulation and personal advancement being the main forcing functions for the continuation of their species. Given the destruction of High Charity, many believe the San'Shyuum are presently on the verge of extinction.



JANJUR_QOM_01010110

DESIGNATION: Qom Yaekesh II	**STAR SYSTEM:** Qom Yaekesh
SATELLITE(S): Plaon	**DIAMETER:** 7,269 miles (11,698km)

JANJUR QOM

The blue-green world called Janjur Qom (Qom Yaekesh II) was the home of the San'Shyuum during their ancient era, hosting a diverse ecology and impressive array of life. Its most intriguing feature was the remarkable amount of Forerunner artifacts scattered across its surface, relics and war-scars that told stories of a bygone age, giving rise to the San'Shyuum's deeply religious culture. After the founding of the Covenant, intermittent trips would be taken to Janjur Qom for exploitative reasons, but the San'Shyuum natives mobilized defenses and violently severed ties with their distant cousins. Janjur Qom, and its moon Plaon, were recorded in Covenant annals as being destroyed during a stellar collapse in 648 BCE, but some believe this is only further evidence of San'Shyuum deceit.

EXILE

With the loss of High Charity, the decimation sustained during the Great Schism, and the existential threat of vengeful Sangheili, nearly all remaining San'Shyuum have vanished from known space. Gathering what few of their numbers and allies remained, they departed on a perilous journey to the shield world of Cloister. Here they endeavor to regroup and begin long plans to ensure the preservation of their kind–and perhaps one day, a triumphant reemergence. Paramount to their efforts is the search for Forerunner gene-forges hidden within the installation's myriad layers, precious technology which could save them from extinction.

PROPHETS_01010110

INTRODUCTION TO THE COVENANT //

SANGHEILI

STRONG, PROUD, AND SOPHISTICATED, THE SANGHEILI WERE RIGHTLY CALLED THE ELITES, A FOUNDING MEMBER SPECIES OF THE COVENANT WITH A HEAVY FOCUS ON MARTIAL SUPERIORITY, COMBAT PROWESS, AND HONOR.

SANGHEILI_01010110

SPECIES NAME: *Macto cognatus*

HOMEWORLD: Sanghelios

HEIGHT RANGE: 7ft 4in–8ft 6in (223–259cm)

WEIGHT RANGE: 307–393lbs (139–178kg)

The Sangheili are a tall, noble warrior civilization that once served as the primary military enforcers within the Covenant empire, but have now begun to chart a new destiny among the stars. Arising on Sanghelios, the Sangheili have a rich, complex culture with one foot firmly rooted in their hidebound feudal, warrior traditions and another always pressing to improve their way of life through technology, a process catalyzed by a reverent fascination with Forerunner relics. Within the Covenant, the Sangheili held nearly full control over the empire's military. Since its demise, however, the Sangheili have been embroiled in a civil war with various leaders and factions attempting to fill the vacuum of power that remains.

PHYSIOLOGY

Sangheili are bipedal saurians with large, muscular bodies that are covered entirely in fine, leathery scales. They have elongated, serpentine necks ending in blunt-snouted heads that bear four mandibles, each of which are lined with rows of sharp teeth. The scale color, mandible structure, and number of teeth vary drastically between distinct cultures found across Sanghelios. Sangheili bodies are built on a lean frame with strong, sinewy arms that end in zygodactyl hands, hands with long, dexterous clawed fingers, as well as powerful digitigrade legs. Female Sangheili give birth to their young by laying eggs, a process refined by the incubation and hatching of their young within nesting tanks. Their size, strength, and general stature immediately established their leadership of the Covenant in all aspects of war.

HISTORY

Several hundred years prior to the Covenant, the Sangheili had already founded dozens of interstellar colonies, setting out from their nascent system in powerful starships. After encountering the San'Shyuum, a long and bloody war ultimately led to a truce and the formation of the Covenant. Within this fledgling alliance, the Sangheili were dedicated to guarding the Path, protecting the Covenant as it searched for Halo. Upon the discovery of humanity, it was the Sangheili who led the Covenant military in an effort to eradicate humanity. During this protracted war, however, betrayal at the hands of the hierarchs led to the Great Schism, a violent civil war that tore the Covenant apart. In the aftermath of this conflict, Sangheili civilization rapidly descended into violence, splintering into a number of factions.

CULTURE

Sangheili culture is driven by honor, nobility, and power. For ages, it was largely unified under the banner of a shared belief in the divinity of the Forerunners, a facet which allowed them to serve in the Covenant without religious interruption. United by a single language and uniform social mores that have changed little over the centuries, the Sangheili have maintained profound stability as a species, though their warrior tendencies often devolve into tense, heated disputes that can only be decided through combat. This rugged simplicity belies their strong intellect and innate resourcefulness, which was heavily influenced by the enduring passage of ancient wisdom and traditions through sagas enshrined on the walls of their keeps.

SOCIETY

Divided into tightly knit families or clans, called keeps, Sangheili society reflects feudal manorialism, with multiple allied clans being led by a single kaidon who controls a fortified keep and the surrounding territory. On small colonies, a handful of keeps govern the entirety of its resources. On more developed worlds, such as Sanghelios, hundreds of keeps vie for power and influence through both politics and military force. Since the dismantling of the Covenant and the harrowing revelation about Halo, many of these keeps have coalesced into ambitious military sects and are gridlocked in a vicious struggle for power.

FAR COLONIES

Sangheili colonization of the stars began over two thousand years before humanity left their own cradle world, and was fueled by a hunger for territory, clan competition, and tantalizing clues discovered in Forerunner artifacts on Sanghelios and beyond. Before the formation of the Covenant, these new worlds were bound by blood and belief, not a centralized administration. But that was enough to avoid any serious fractures, and it further allowed for the creation of a vast network of enterprises that shared a goal of stellar exploration. The

SANGHELIOS_01010110

DESIGNATION: Urs IV	**STAR SYSTEM:** Urs-Fied-Joori
SATELLITE(S): Qikost, Suban	**DIAMETER:** 9,344 miles (15,038km)

Covenant changed little beyond a focus on martial preparation and dissolution of self-sufficiency.

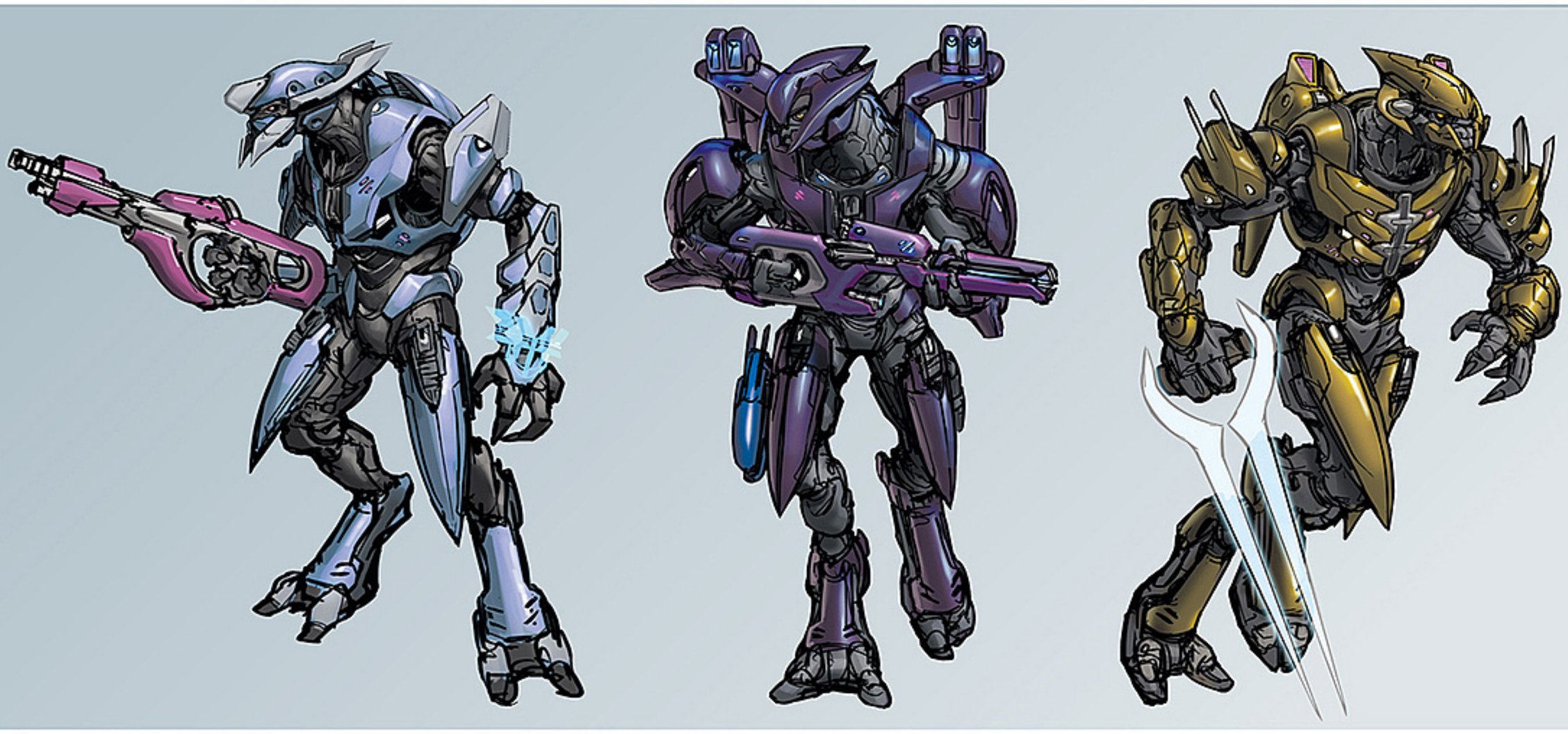
The collapse of the Covenant promised a new era of Sangheili unity, but that was quickly undermined by resource shortfalls and a hardening of doctrine by groups that remained loyal to the Covenant in spirit. Many Sangheili colonies have been devastated by sectarian conflict. With the collapse of the tithe system–even if they had not been bombarded or glassed during the Great Schism and subsequent civil wars–these colonies are unable to support their populations. Following the Created conflict and amid the steady rise of Banished influence, these worlds are struggling to regroup and seek direction from Sanghelios on a path forward.

INFILTRATION_01010110

INTRODUCTION TO THE COVENANT //

SANGHEILI

SINCE ITS FOUNDING, THE SANGHEILI LED ALL CLIENT SPECIES AS THE SOLE AUTHORITY OF THE COVENANT'S MILITARY DOMAIN, THOUGH ALWAYS UNDER THE WATCHFUL EYE OF THE SAN'SHYUUM. THEIR PRESENCE MANIFESTED IN A NEARLY COUNTLESS ARRAY OF FUNCTIONS AND ROLES.



ELITES_01010110

Within the Covenant, the Sangheili were focused almost exclusively on military oversight and implementation. From childhood, Sangheili males were raised for military service–a reality that would largely dominate the bulk of their lives. The identity of their biological father was kept from Sangheili children so that they would not rest in the legacy of their forebearer, but–raised by the entire keep–each would fight to prove their own worth. Trained from an early age to engage in hand-to-hand combat and use all manner of weaponry, their kind represented the sharpest edge of the Covenant's military prowess.

RANKS

Advancement through the ranks hinged on individual and personal merit, generally measured in the number of kills one had secured. Sangheili who reached the higher echelons of military service may have thousands of kills against enemies in hand-to-hand combat. While this method was certainly proficient in getting the most seasoned warriors into leadership, it also created vacuums in command structures, leaving room for potential vulnerabilities within its overall hierarchy. The Sangheili held most of these martial values long before their alliance with the San'Shyuum, but the formation of the Covenant ultimately provided a direct avenue to maintain and hone these traditions to even greater degrees.

ARMOR

Sangheili used extremely advanced and refined battle harnesses, with construction steeped in the rich traditions of their past and blessed by the San'Shyuum for sacred use in pursuit of the Great Journey. Most Sangheili armor employed powerful energy-shielding systems and possessed a variety of dummy modules and terminator plugs that augmented and maximized the individual abilities of each warrior. Apart from clear distinctions made by authority or practical function, Sangheili armor differed cosmetically from fleet to fleet, existing as a reflection of the ministry they served or the designation given to them upon commission. There is an almost limitless number of varieties among the Covenant's warriors.

RAIMENT OF WAR

Accompanying any fleet guided by a key religious figure, majordomo, or even a supreme commander who sought to display his piety, were Sangheili wearing battle harnesses that evoked honor, devotion, and zeal, even if it came at a loss of comfort or effectiveness. Invasion fleets, however, emphasized practicality and power over any cosmetic flourish or embellishment, utilizing the most advanced technologies to efficiently outfit those deployed. The armor worn by these blooded combatants signaled the end of a world, as Covenant occupation sieges descended to annihilate entire civilizations, before they unleashed legions of warriors to seize the Forerunner treasures hidden below.
In the years following the fall of the Covenant, many Sangheili desired to reclaim the heritage they had lost to the San'Shyuum at the empire's formation, rekindling old war factories and dusting off design templates long since abandoned.

MINOR
— *Gheocin*-pattern combat harness —

RANGER
— *Ebgione*-pattern exo harness —

COMMANDO
— *Liagrul*-pattern intrusion harness —

MINOR
— *Od'wagra*-pattern combat harness —

RANGER
— *Tlaipoz*-pattern exo harness —

ULTRA
— *Bausatti*-pattern raid harness —

STORM
— *Te'tsockn*-pattern storm harness —

RANGER
— *Kdeo*-pattern exo harness —

ZEALOT
— *Denzhau*-pattern intrusion harness —

Despite the Covenant's sudden end, the Lekgolo continue to serve in a similar capacity, within various splinter factions.

CULTURE

Since the Lekgolo's incorporation, the San'Shyuum have cultivated and pruned several "families" of gestalts that demonstrated useful behaviors and forms, often choosing to augment some colonies with tools that provide protection, environmental support, sensory inputs, and nutrient feeds.

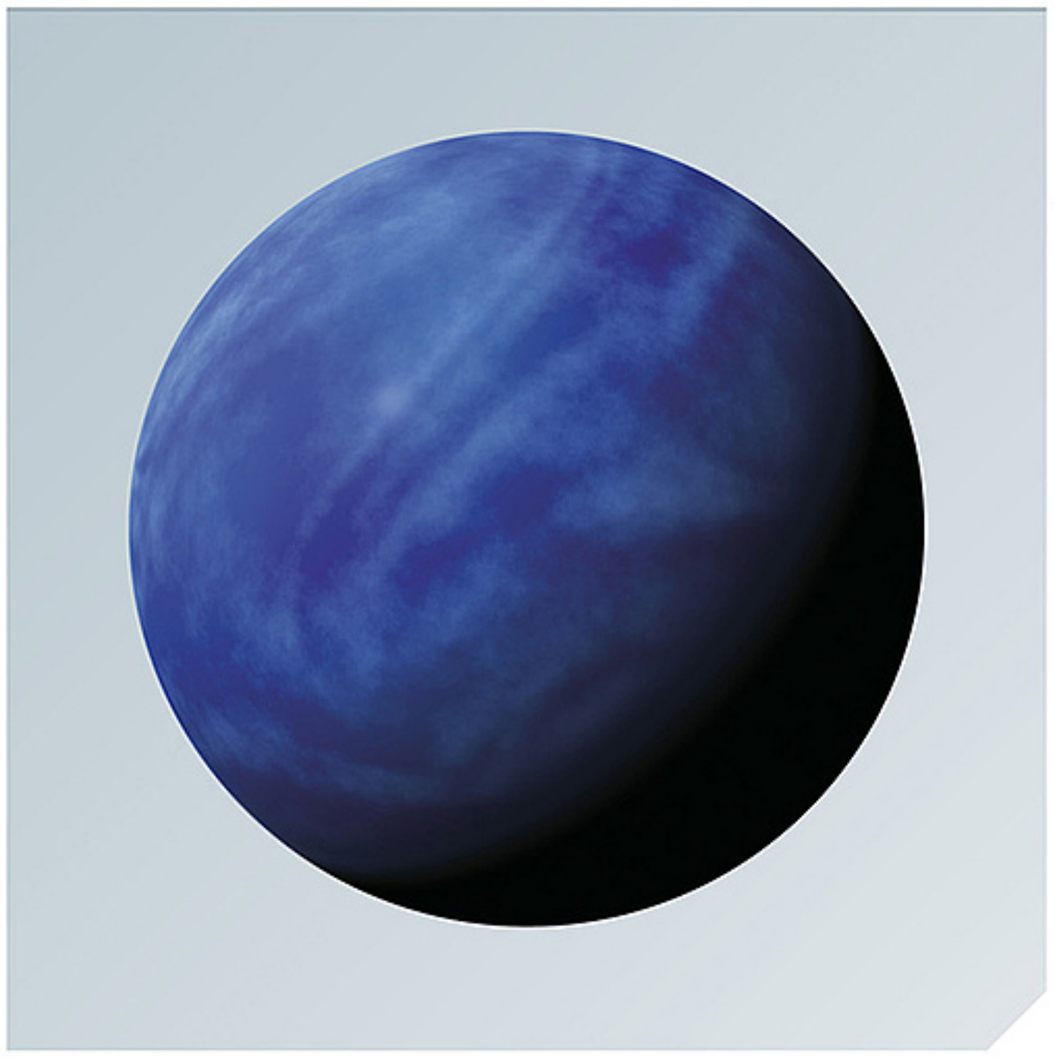
- **DIPHOLEKGOLO:** Exploration colonies cultivated by the San'Shyuum to map the Dreadnought interior.
- **MGALEKGOLO:** Defensive forms employed in pairs by the Covenant military as heavy-shock troops.
- **RHULOLEKGOLO:** Artificially engineered as control masses for agile excavators, such as the Scarab.
- **SBAOLEKGOLO:** Large Dipholekgolo gestalts used in excavation platforms, such as the Harvester.
- **KHANTOLEKGOLO:** Unknown. Full records were lost with the fall of High Charity.
- **THANOLEKGOLO:** Extremely hostile swarm form, recorded on Alpha Halo just before its destruction.

SOCIETY

Of all client species, the Lekgolo is easily the one most shrouded in mystery. Colony gestalts communicate with each other by entwining extended Lekgolo appendages, or by wringing and vibrating their bodies, which generate a deep, resonating sound. Translations of these are rudimentary and vague; most Lekgolo thrumming sounds are loosely interpreted as various states of comfort, recognition, meditation, or even the recitation of "poetry." The species' deep relational bonds were often exploited by the Covenant, splitting a colony into two individual Mgalekgolo units–known in combat as a "bonded pair"–making them fiercely protective of each other and even vengeful in the event that one of the two died.

TE

The Lekgolo originated in the orbit of the massive blue gas giant Te (Svir V). Along with the moons Rantu, Uhtua, and 23 other natural satellites



TE_01010110

DESIGNATION: Svir V	**STAR SYSTEM:** Svir
SATELLITE(S): Rantu, Uhtua, 23 others	**DIAMETER:** 54,164 miles (87,168k)

was a field of debris that appeared to be the vestiges of several Forerunner orbital complexes. It was here among the ravaged trails of ancient debris that the Covenant discovered the Lekgolo tunneling through whatever still remained of the installation. For untold generations their kind had developed in these hostile environments, splintering into diverse colonies as the orbital continued to fragment over time. Due to the extraordinary challenges in taming and extracting sanctioned Lekgolo colonies, the Covenant have no records of returning to Te.

The location of the Svir system was not a secret, but lack of interest ensured it was missing from many navigational databases and charts. With the loss of High Charity there are only a few intact records of routes to the system, and most of these are located in remote archives. The Banished have expressed an interest in recovering this knowledge, presumably to press new colonies into their service and reassess the Forerunner ruins with knowledge they ransacked at the Ark.

— RHULOLEKGOLO —

— DIPHOLEKGOLO —

— SBAOLEKGOLO —

— MGALEKGOLO —

LEKGOLO_VARIATION_01010110

INTRODUCTION TO THE COVENANT //

LEKGOLO

CALLED HUNTERS IN THEIR MOST COMMON FORM WITHIN THE COVENANT, THE LEKGOLO ARE AN ANOMALOUS SPECIES OF PSEUDO-ANNELID CREATURES THAT PHYSICALLY SHAPE THEIR COLONIES IN BOTH POWERFUL AND PRACTICAL WAYS.

MGALEKGOLO_01010110

SPECIES NAME: *Ophis congregatio*

HOMEWORLD: Te

LENGTH RANGE: 52.8in–61in (134cm–155cm)

WEIGHT RANGE: 12.4lbs–67.7lbs (5.6kg–30.7kg)

Lekgolo are a species of worm-like creatures discovered in dense colonies within the rings of Te, each governed by an expansive gestalt intelligence. These colonies are capable of taking on many forms, binding together individual Lekgolo into more intelligent and specialized arrangements, such as the Mgalekgolo–hulking compound bodies clad in heavy armor plating, embodying enormous and powerful Covenant soldiers. When equipped with a devastating assault cannon and an ultra-dense pavise shield, the Mgalekgolo are virtually without equal among the Covenant's infantry units. At the height of combat, these extraordinary Hunters generally view all other species–including their own allies–as impeding irritations, an aspect that frequently results in collateral damage.

PHYSIOLOGY

Untold numbers of Lekgolo colonies were discovered in the rings of Te, but only a handful were deemed useful by the Covenant and allowed outside their system of origin. An individual Lekgolo is typically a shade of orange or red and is not demonstrably sapient on their own, but when a collective gestalt is formed, complex hormonal and bioelectrical connections arise. Once several dozen Lekgolo are bound together, their measurable intelligence increases exponentially, and are limited only by nutrient requirements and physical complexity. The Covenant used technology to exceed those natural limits and created the control masses for machines such as the Scarab and the Harvester. The exact nature of Lekgolo intelligence has proven difficult–if not impossible–to analyze in detail.

HISTORY

The history of the Lekgolo is inscrutable prior to the Covenant, even among their own kind. When the Covenant first came upon them, they were appalled at the sight of a species gnawing and digesting Forerunner materials and immediately took up arms. But soon became bogged down in a bitter conflict against an enemy that seemed to adapt and spread faster than they could be rooted out. It was only after the intervention of an Arbiter that a bargain was struck, an event that became known as the "Taming of the Hunters."

INTRODUCTION TO THE COVENANT //

YANME'E

THE YANME'E ARE AN INTELLIGENT AND ENIGMATIC INSECT-LIKE SPECIES FOUND IN DENSE HIVES ON PALAMOK. THEY ARE COMMONLY KNOWN FOR THEIR PERNICIOUS ABILITY TO SWARM, AND REFERRED TO BY OTHERS AS DRONES.

YANME'E_HIVE_01010110

SPECIES NAME: *Turpis rex*

HOMEWORLD: Palamok

HEIGHT RANGE: 5ft 10in–6ft 9in (177.8–205.7cm)

WEIGHT RANGE: 169.8–280lbs (77–127kg)

Integrated into the Covenant after a violent war, the Yanme'e are insectoids whose initial resistance displayed their species' extraordinary numbers, which was nearly disastrous for the Covenant. Upon entering service, however, the Yanme'e served as mechanics, custodians, and eventually soldiers, often deployed in locations where flight would prove advantageous, or where a strong enough foothold had already been established, allowing them to facilitate the construction of a hive. With the collapse of the Covenant, most Yanme'e have returned to hive-outposts on their homeworld and colonies.

YANME'E_01010110

PHYSIOLOGY

The Yanme'e are intelligent, carnivorous bipedal arthropods with chitinous exoskeletons and two pairs of wings, allowing them to achieve limited flight. The Covenant provided gravity dampeners that augmented this ability, substantially improving their aerial agility and speed. Their dexterous, prehensile limbs allow them to carry and use tools and weapons, and they communicate through a mix of subsonic chirps and pheromones, speaking Sangheili only through machine translators. Despite relative uniformity in physiology, their species maintains a rigid caste system comprised of domestic, worker, and protector roles, each with slight differences in color and shape. Queens are the only exception to this rule, as they are substantially larger than the rest in their species with distinct morphological features that can vary greatly by individual or hive lineage.

HISTORY

Yanme'e are believed to have originated from winged, tree-dwelling-arthropods on Palamok, eventually advancing to develop rudimentary systems and technologies, culminating in interplanetary travel. Yet despite this progress, they remained firmly entrenched in the Napret star system until the arrival of the Covenant. The conflict that followed was violent and resource-draining, given the extraordinary number of Yanme'e and a reluctance on the Covenant's part to simply destroy their homeworld due to their belief that the planet housed several large Forerunner complexes. Ultimately, the Yanme'e were assimilated into the Covenant by the approval of an assembly of hive queens. The Yanme'e were first relegated to custodial and service roles until their utility in combat was discovered. Their current activity remains a mystery.

CULTURE

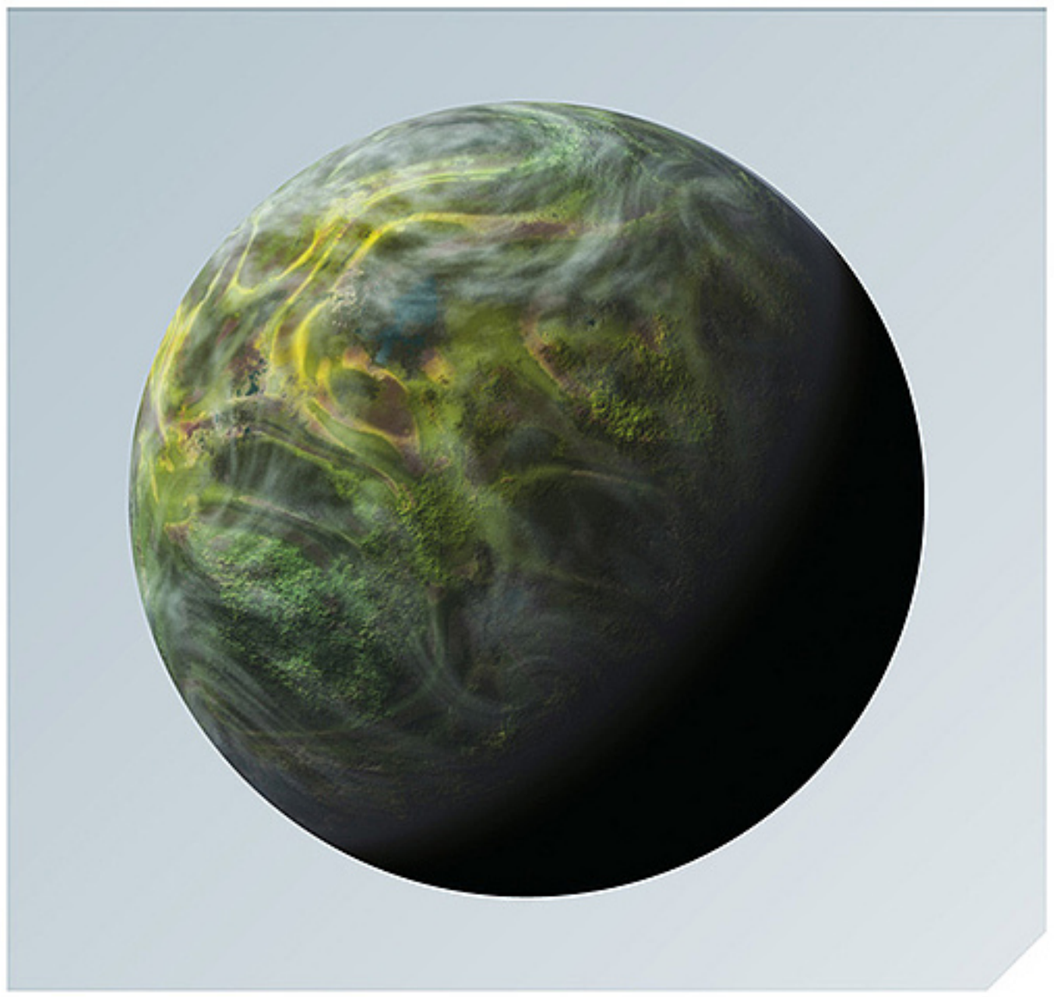
The division of Yanme'e culture into rigid castes under the watchful eyes of their matriarchal heads has allowed the species to have long periods of stability, free of war and competition. This eusocial context fostered strict and dogmatic allegiance to one's own hive with little need to interact with hive outsiders. Yanme'e work closely together with their own kind and respond violently when they feel threatened by an alien entity. Biological constraints and their own societal conditioning mean that individual Yanme'e drones are largely uncreative and unemotive, which made them challenging to interact with outside of set order-response directives. Despite their full incorporation into the Covenant, Yanme'e remained aloof to most social dealings within the empire and often refused to even communicate with other species.

SOCIETY

Yanme'e society is by nature matriarchal, with the queens dominating over all three castes, using them to the service of the hive's preservation and growth. For most Yanme'e, their sole task is ensuring the well-being of their queen and her hive, with all social, technological, and scientific advances in support of this goal. Queens govern a hive with domestics, workers, and protectors serving in remarkable coordination with each other. This aspect was often exploited by the Covenant on worlds they sought to overrun, allowing Yanme'e to establish hives as autonomous footholds, which prevented enemies from being able to mount any counteroffensive. Occasionally, male Yanme'e are born with an aversion to the hive; these individuals are referred to as "unmutuals" and are exiled to the arid wastes between hives.

PALAMOK

Boasting a dense and largely inhospitable atmosphere, Palamok (Napret III) is a mostly featureless world with warm temperatures and heavy gravity. The lack of significant geological formations, coupled with the almost complete absence of tectonic and volcanic activity, initially led San'Shyuum surveyors to believe Palamok was itself a Forerunner construct. Whatever lay below the Yanme'e's vast hive network proved inaccessible after later exploration. The hives themselves were formed



PALAMOK_01010110

DESIGNATION: Napret III	**STAR SYSTEM:** Napret
SATELLITE(S): Naxook, Oquiu, Ka'amoti, Kami	**DIAMETER:** 15,704 miles (25,273km)

with mud, wood, and cellulose materials mixed with Yanme'e saliva and feces, but more traditional construction materials were also adapted after their inclusion in the Covenant. Naxook, Oquiu, Ka'amoti, and Kami are Palamok's four moons, two of which have Yanme'e colonies established on them to facilitate trade and transport.

YANME'E_QUEEN_01010110

INTRODUCTION TO THE COVENANT //

KIG-YAR

DRIVEN BY THE ACQUISITION OF WEALTH, THE KIG-YAR SPECIES, WHETHER THE LANKY JACKAL OR THE BRAWNY SKIRMISHER, WERE ALL SLY THIEVES AND CONTRACTORS WITH LITTLE ALLEGIANCE TO ANYONE BUT THEMSELVES.

KIG-YAR_01010110

SPECIES NAME: *Perosus latrunculus*

HOMEWORLD: Eayn

HEIGHT RANGE: 6ft 2in–6ft 8in (188–203cm)

WEIGHT RANGE: 195–206lbs (88–93kg)

A highly developed saurian species with distinct avian traits, the Kig-Yar of Eayn were employed by the Covenant as mercenaries and hired hands, operating primarily in reconnaissance and scouting roles. Their keen eyesight, deft speed, and agile frames made them well-suited for survey detachments, overwatch, and sniper support. While fully integrated within the Covenant hegemony as a client species, the Kig-Yar still retained a strong sense of independence, being far more interested in the lure of an artifact-rich trove and a full earnings purse than in any allegiance to the Covenant's religious dogma. Though borderline heretical, such worldly inclinations made the Kig-Yar predictable charges for their Sangheili commanders, and easily manipulable pawns for the San'Shyuum, allowing the Covenant to overlook such behavior.

PHYSIOLOGY

With strong legs and three-toed feet, the Kig-Yar's lean avian torso is tightly packed with muscle, bearing low shoulders and long, slender arms that end in tri-digit hands, easily capable of gripping and manipulating tools, machines, and weapons. Kig-Yar have shown incredible genetic variation within their species, with several distinct morphological threads:

- **RUUHTIAN:** Originating from the continent of Ruuht, with their most distinctive features being large, opaque eyes, raised head-quills, and a long fringe-toothed avian beak.
- **T'VAOAN:** Hailing from the colonial asteroid T'vao, with characteristics such as a blunt bird-like beak, a hardened callous loreal face-skin, and extensive plumage on the head, back, and arms.
- **IBIE'SHAN:** Found on the isolated continental island of Ibie'sh, with trace characteristics of the earliest of their species: large-toothed reptilian jaws, low-set serpentine eyes, and splayed neck quills.

HISTORY

The Kig-Yar are believed to have originated from a saurian species located on the continent of Ah'lomet, and their own progress had already yielded space travel and intersystem colonies prior to the arrival of the Covenant. After several years of conflict with Covenant naval forces over Forerunner artifacts hidden in their star system, a unified front of raiders and mercenaries finally reached an agreement of mutual beneficence coined as the Letters of Marque. Operating as military contractors, the Kig-Yar served the Covenant for centuries, prior to its collapse. After the war with the humans, many of them returned to their home system, picking up where they had left off ages earlier. Some, however, remained indentured to high-paying employers, while others aligned with whichever splinter factions would prove most profitable.

CULTURE

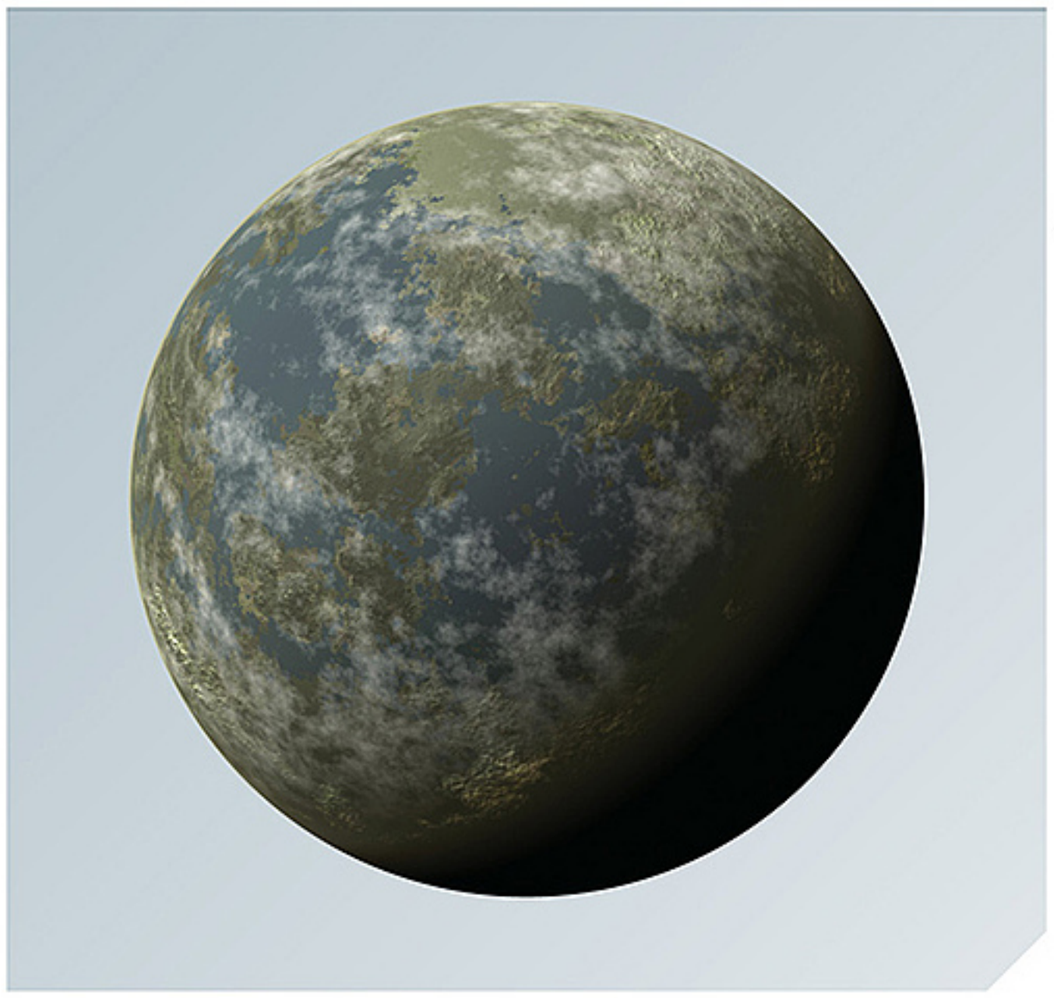
Historically, greed may well be the only constant in the Kig-Yar's culture. In Eayn's past, rampant piracy and raiding led to violent feuds and occasionally large-scale conflict, like the Czaalo Wars. The Kig-Yar were eventually able to emerge with a global peace accord and relative unification, though this was always tenuous. Cunning, resourceful, and indefatigably pragmatic, the Kig-Yar maintained centuries of stability while in the Covenant, siphoning a seemingly endless revenue to do what only came natural to them: search for buried treasure. Now without this steady stream of income for their species, fracturing is all but inevitable, many of their kind returning to their sectarian roots.

SOCIETY

Early Kig-Yar society was a despotic matriarchy, with female leaders at the apex of the social power structure, governing not only breeding rights, but also rookeries, lineages, and all major assets. Although their government became more fragmented and democratic over time, much of this way of life stayed the same. In the Covenant, these matriarchs often became shipmistresses and were granted extensive control over missionary and exploratory operations. In its aftermath, they continue to drive the species' economy, relying heavily on gray-market commerce, trade, and mercantile industries. Though some have arisen to prominence, most Kig-Yar males play servile roles in their society, fawning for the attention of females and the approval of a future mate, by proving themselves against other competition.

EAYN

The homeworld of the Kig-Yar is Eayn, the primary satellite of the gas giant Chu'ot (Y'Deio III), though the species propagated settlements throughout discrete parts of the star system. Eayn itself is characterized by a single equatorial ocean, dense volcanism in certain isolated regions, and a nearly complete lack of glaciation due to proximity to its sun. The moon generally enjoys a warm climate with substantial amounts of nitrogen and oxygen in its atmosphere, and a consistent influx of greenhouse gases, all of which contribute to a tropical disposition spanning the globe.



EAYN_01010110

DESIGNATION: Y'Deio III-1	**STAR SYSTEM:** Y'Deio
SATELLITE(S): N/A	**DIAMETER:** 2,674 miles (4,303 km)

The diversity of the Kig-Yar is not purely a result of natural speciation, and the planetary ecology itself is extraordinarily diverse at every level. The Covenant suspected the touch of the Forerunners, and the presence of various mutagens in the atmosphere does provide evidence of ongoing manipulation and reshaping. The diaspora of Kig-Yar off the planet may yet have unforeseen consequences, not that any matriarch or merchant union has expressed interest in this speculation.

KIG-YAR_SHIP_01010110

relented, they were quickly forgiven and granted access into the military. With the Covenant's demise, its many splinter sects continue to incorporate Unggoy into their numbers, most of their kind eager to escape the political strife which erupted on Balaho in its wake.

CULTURE

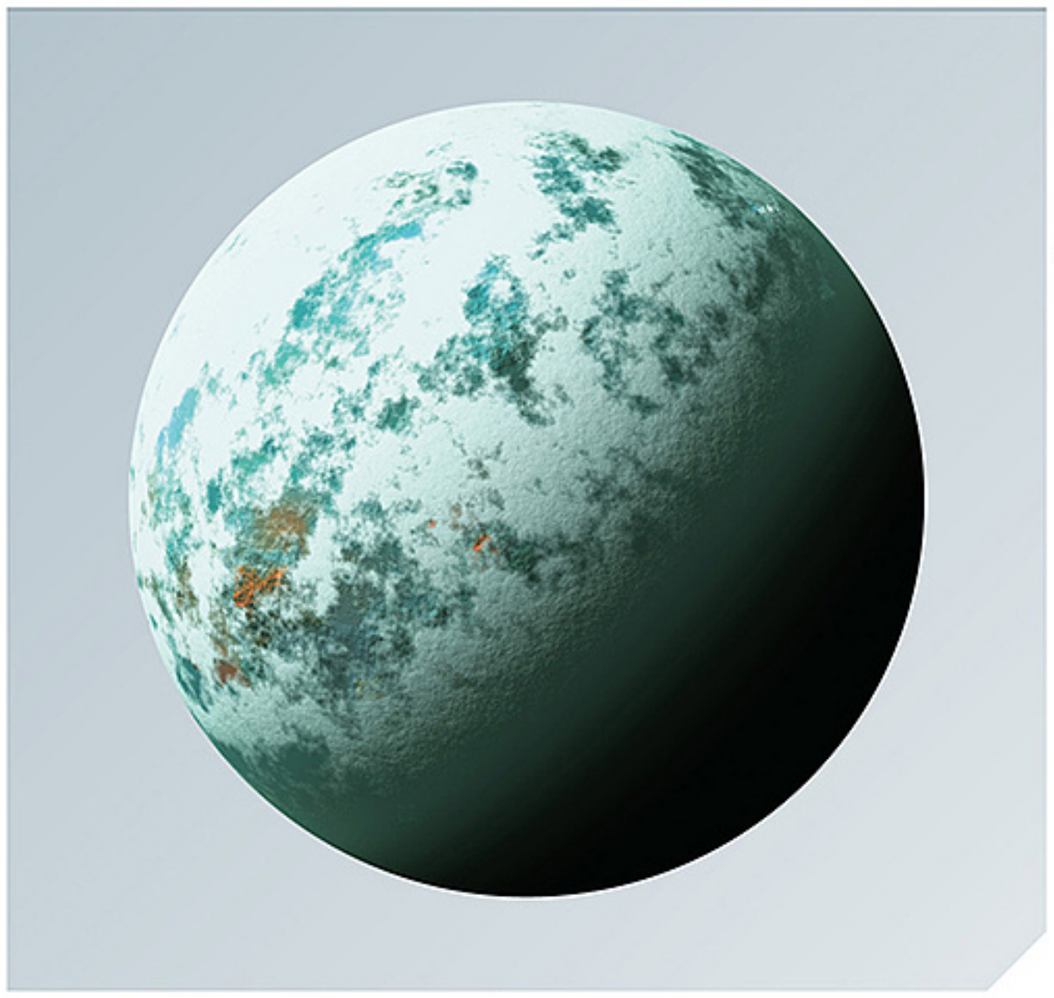
By nature, Unggoy are gregarious and jovial creatures, with strong familial bonds. When not under military or family supervision, they enjoy sleeping, eating, storytelling, and playing games, in roughly that order. They also enjoy narcotic infusions in their methane atmosphere mixture, which the Covenant provided in large amounts to stiffen their resolve in combat. Much of the Unggoy's native culture was overwritten through the early years of their indoctrination into the Covenant. With a simplistic, adaptable language and a lack of any real religious convictions, their species was both obeisant and malleable.

SOCIETY

The Unggoy's broader social structures and culture have receded significantly since their incorporation into the Covenant, though some elements still remain on Balaho. Unggoy thrive in relatively small, tribal communities that are led by the females of their species. Within these tight-knit clans, they generally work with each other peacefully and with little conflict. Although the Unggoy's physical resilience and sheer numbers might allow them a considerable advantage on the galactic stage, their anxious nature and lack of ambition have kept them in thrall of the other great powers. Even after the dissolution of the Covenant, many returned to familiar contracts with Sangheili and Jiralhanae, in order to support their swiftly growing families on Balaho and meager land holdings.

BALAHO

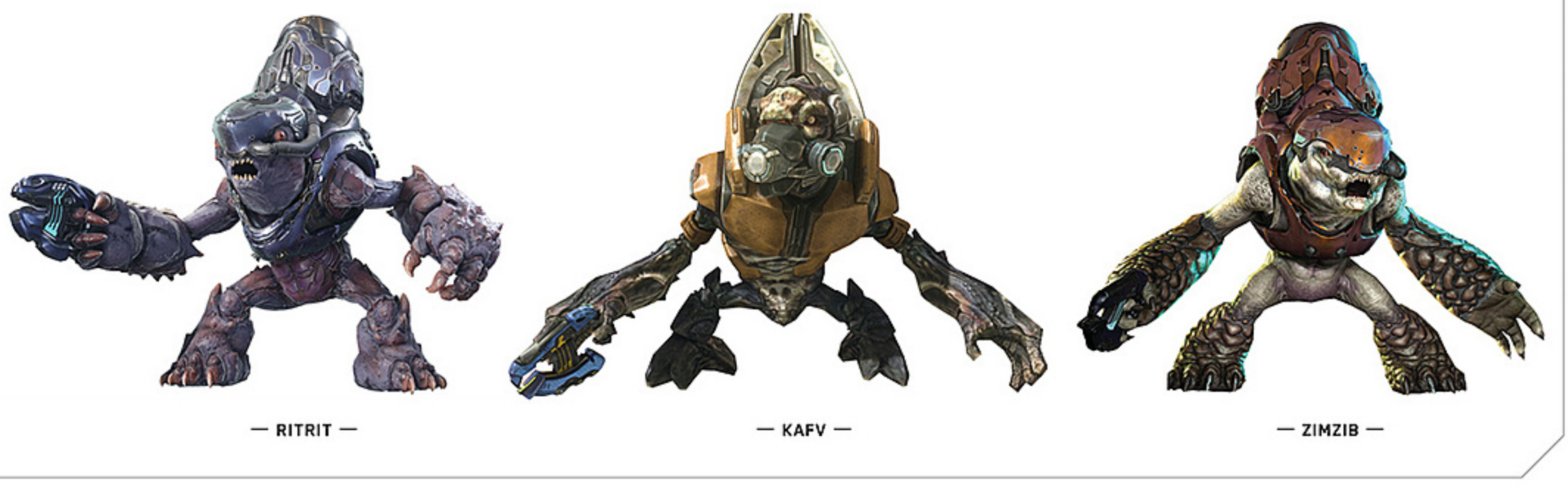
The Unggoy homeworld is Balaho (Tala IV) a frigid and brackish ice world with a thick methane atmosphere produced by volcanos, permafrost plateaus, tundra bogs, and cold wetlands. Balaho has two natural satellites, Buwan and Padpad, both of which are used by the Covenant for manufacturing and mining. Apart from a relatively thin band of brackish tidal flats, vast low-lying salt bogs, and shallow volcanic



BALAHO_01010110

DESIGNATION: Tala IV	**STAR SYSTEM:** Tala
SATELLITE(S): Buwan, Padpad	**DIAMETER:** 4,869 miles (7,836 km)

mountain ranges located on the equator, much of this world is too cold to be inhabited. Even with aggressive breeding restrictions instituted by the San'Shyuum, the Unggoy still maintained an extensive population on this world, much of which is clustered in relatively modest hovel networks, with a handful of larger and more developed cities the granted blessings of technology from the Prophets. The short-lived dominion of Cortana and her Created initially proved promising for Balaho. Millennia of self-inflicted damage and centuries of neglect by the Covenant stood primed to be undone at an incredible rate, aided by billions of Unggoy rallying to the cause of remaking their world and their place in the galaxy. And while the Created's hold over local systems has ultimately been curtailed, attacks on Balaho and nearby colonies by Covenant splinters and pirates looking for levies and supplies have been vastly reduced. They are largely deterred by new warships built and crewed by Unggoy eager to free their fellows and other abused former Covenant minor species from rapacious slavers and raiders.



— RITRIT —

— KAFV —

— ZIMZIB —

UNGGOY_VARIATION_01010110

INTRODUCTION TO THE COVENANT //

UNGGOY

COMMONLY KNOWN AS GRUNTS, THE TITLE IS AN ACCURATE ASSESSMENT OF THE UNGGOY SPECIES' LARGELY SERVILE ROLE IN THE COVENANT, WHERE THEY ARE GENERALLY UTILIZED AS MAINTENANCE WORKERS AND EXPLOITABLE INFANTRY.

UNGGOY_01010110

SPECIES NAME: *Monachus frigus*

HOMEWORLD: Balaho

HEIGHT RANGE: 4ft 6.5in–5ft 7in (138.4–167cm)

WEIGHT RANGE: 248.3–260.1lbs (112.6–118kg)

The Unggoy are a xeno-arthropodic species made stout and hardy from the volatile climates and craggy conditions of their homeworld, Balaho. When first incorporated into the Covenant, most of their species was pressed into brutal work conditions with no privileges. Eventually, a brief rebellion in High Charity over mistreatment by the Kig-Yar forced their Sangheili taskmasters to reconsider the Unggoy's value, ultimately leading to them being allowed to arm themselves and to be granted a measure of social standing through service in the military. Although they effectively became cannon fodder on the Covenant frontlines, the Unggoy proved to be effective warriors and dangerous in large numbers.

PHYSIOLOGY

Unggoy are broad and stocky, with short legs, long arms, and bone-like plates on their bodies. Their limbs are well adapted for clambering and crawling over rocky terrain, but their lack of fine dexterity limits manipulation of small, delicate objects. The Unggoy's elongated cranium ends in a blunt, bony face, with two wide-set eyes and a small mouth lined with sharp teeth. As they are typically crouched or cowering, their size and strength can be easily underestimated. Their respiratory system requires methane and Unggoy will suffocate in conditions comfortable for most other species, forcing them to wear specialized breather packs and temperature regulators to function in terrestrial environments. There are a number of different morphological variations within the Unggoy species–the most prominent in the Covenant being Kafv, Zimzib, and Ritrit.

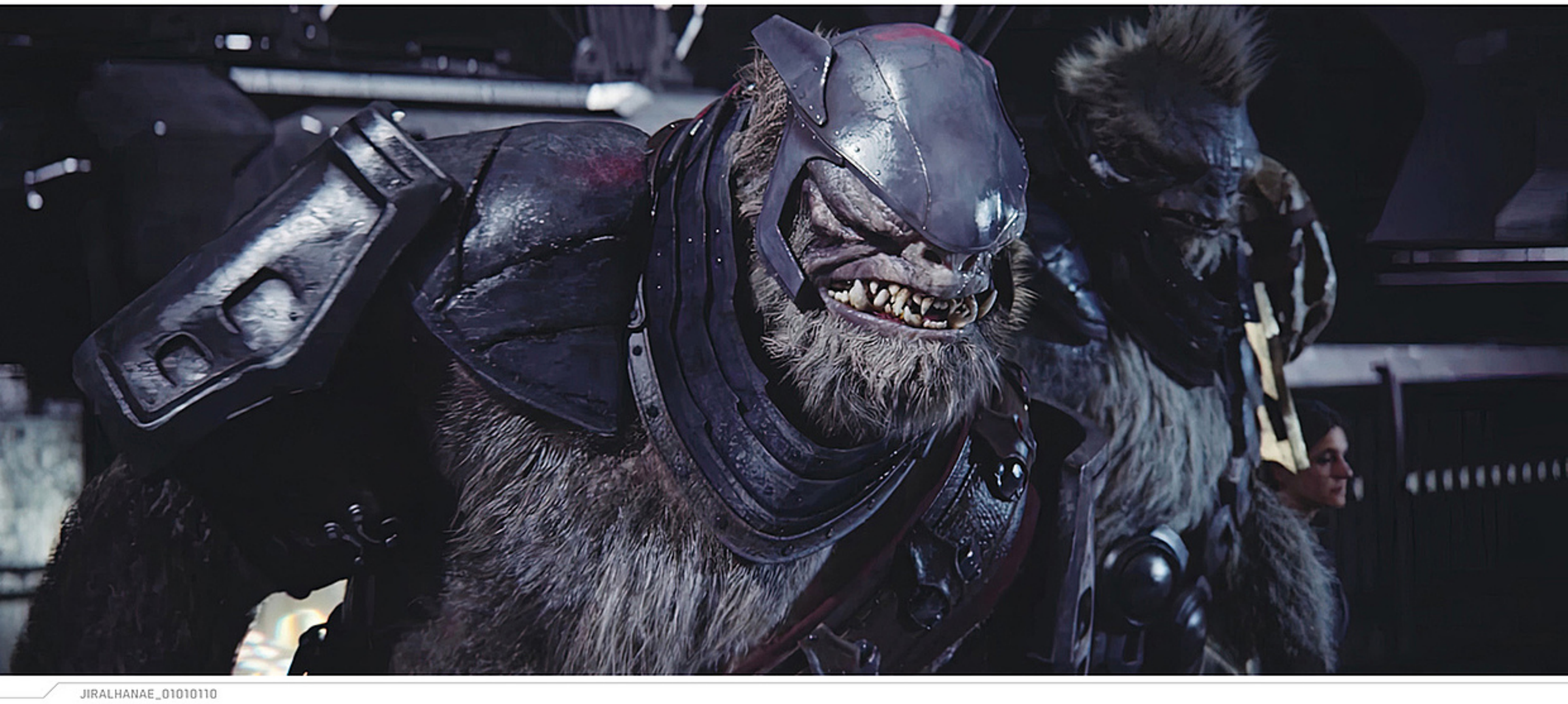
HISTORY

When the Covenant first came upon the Unggoy, their world was in the midst of ecological collapse from overpopulation and pollution. They capitulated immediately to envoys, binding their species to the Covenant's promise of salvation for service. The Unggoy were fervent converts, though restricted to menial roles as low-caste members of the alien alliance. When a conflict with the Kig-Yar led to the Unggoy's full-scale rebellion on High Charity, the invocation of an Arbiter was required, resulting in the partial glassing of Balaho. Although the Unggoy

INTRODUCTION TO THE COVENANT //

JIRALHANAE

THE LAST OF THE CLIENT SPECIES TO BE INCORPORATED INTO THE COVENANT WAS THE JIRALHANAE, KNOWN TO MOST OTHER SPECIES SIMPLY AS BRUTES DUE TO THEIR IMPRESSIVE SIZE AND TERRIFYING FEROCITY.



JIRALHANAE_01010110

SPECIES NAME: *Servus ferox*

HOMEWORLD: Doisac

HEIGHT RANGE: 8ft 5in–9ft 2in (259–280cm)

WEIGHT RANGE: 1,125–1,500lbs (500–680kg)

Since the very beginning, the Jiralhanae were probationary members of the Covenant military, used almost exclusively in small-scale operations and under the ever-watchful eye of Sangheili monitors. Over time they were given more influence, some even being granted their own ships and crews. In addition to standard infantry, comprised of shock troops and hunter-killer packs, specialized detachments such as stalkers and jumpers were trained, equipped, and deployed into combat. Chafing under the command of the Sangheili for decades, once the Jiralhanae received the blessing of the hierarchs, they swiftly moved to depose the Sangheili, resulting in the Great Schism and eventually the downfall of the entire Covenant.

PHYSIOLOGY

Towering over two and a half meters in height, the Jiralhanae are an aggressive species of pseudo-ursine mammalian bipeds with resilient, leathery gray hide. Without any grooming, they will become completely covered in thick brown or black fur, which whitens as they age. The manner in which a Jiralhanae grooms provides insight into their skein formations, large groups within their species that embrace common cultural distinctions. Jiralhanae have three clawed fingers and an opposable thumb on each hand, and large cloven-toed feet. Their sense of smell is exceptional, making them excellent hunters. Jiralhanae are omnivorous, but their sharp teeth and high caloric requirements betray a mostly carnivorous diet.

HISTORY

When the Covenant first came upon Doisac, they found a world ravaged by nuclear war and years of bloodshed. The Great Immolation was a series of battles that had undone earlier advances made by their species, leaving their planet a nuclear wasteland. Though the Covenant was initially resisted by the elders of their kind, young Jiralhanae disillusioned with fighting over burned-out ruins and plains of irradiated glass, eagerly embraced the empire and its faith, despite being received with wary disgust by the Sangheili. After suffering demeaning and expendable roles for decades, a secret pact was made with the hierarchs to overthrow the Sangheili and take control of the military, an act that resulted in the destruction of the empire. Now scattered and without a unified identity, some Jiralhanae have become mercenaries, while most others seek to carve out their own fiefdoms among the stars.

CULTURE

Jiralhanae culture values strength and ferocity above all, which contributes to both their stratification as a species and their profound unity in their clans. Customs and practices were rooted in what held

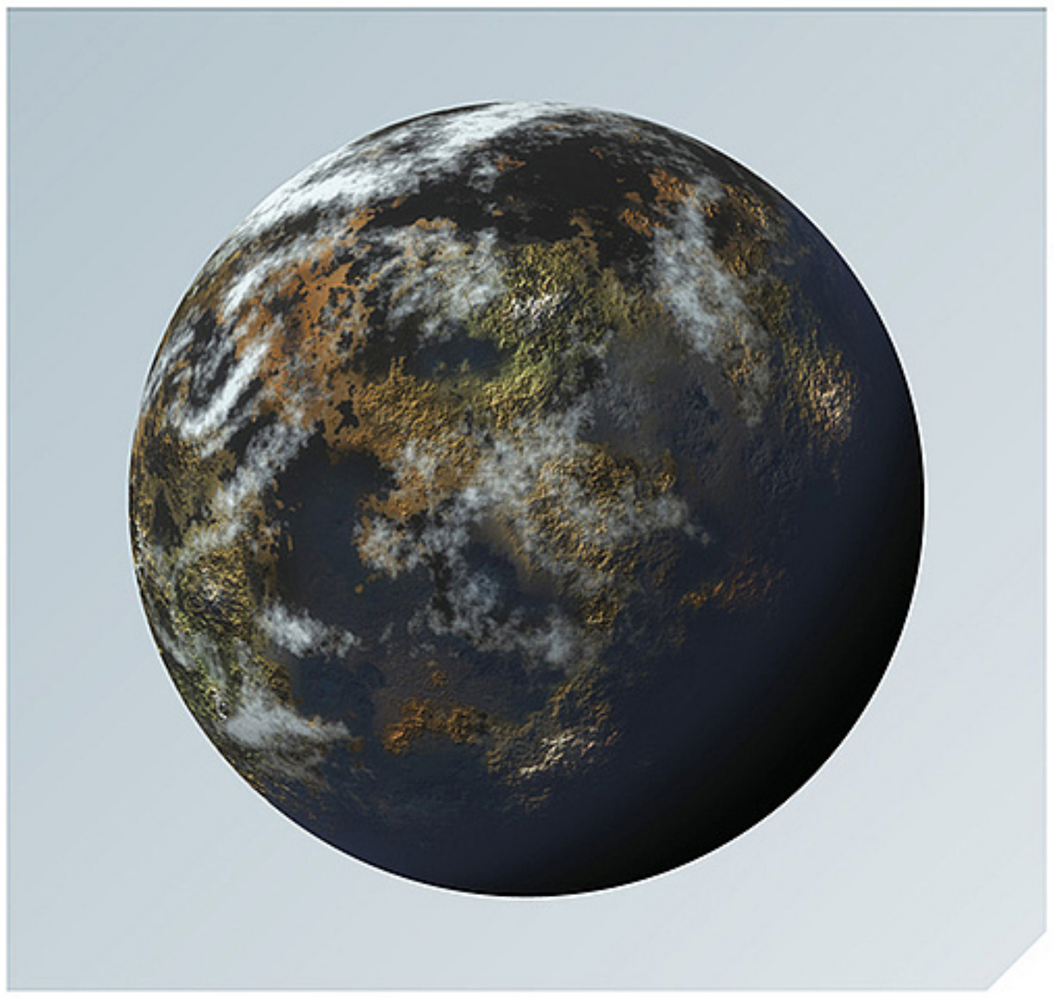
families and packs together, a solidarity that was defined by those who could demonstrate their power. For the Jiralhanae, life is always a test of strength and cunning, whether found in battle or on a hunt. The Jiralhanae adopted wholesale the Covenant religion and the Sangheili language after membership, but some remnants of their ancient language and totems persist in the markings used on weapons and clan banners, some representing long-since faded religious convictions once attached to Doisac's lunar cycles.

SOCIETY

The most basic unit of social cohesion of the Jiralhanae is the pack, consisting of families or military units led by a dominant alpha male, typically bound together under a common banner of ideological consensus or mutual self-defense. Led by chieftains, the strongest packs formed alliances with weaker groups and other family units, forming the backbone of a clan. Clans consisted of multiple packs allied together for a central goal or due to the dominance of an influential chieftain. Despite the fragmentation of their society, all Jiralhanae belong to larger domains called skeins—divisions that are based on divergent views of their interaction with the world around them, intersecting with conduct, customs, and even the adoption of certain technologies. The two most prominent skeins in Jiralhanae history are Rh'tol and Vheiloth.

DOISAC

Doisac (Oth Sonin III) was a harsh, dangerous world, scarred by nuclear war and endless conflict among rival packs. Covenant records reveal it once was filled with lush, dense jungles punctuated by fortress cities, bunker complexes, and towering tree-citadels. Large predatory creatures, which threatened even Jiralhanae hunting packs, stalked



DOISAC_01010110

DESIGNATION: Oth Sonin III	**STAR SYSTEM:** Oth Sonin
SATELLITE(S): Warial, Soirapt, Teash	**DIAMETER:** 15,491 miles (24,930 km)

the outlands and ruins of the once-great cities that dotted the planet in an earlier age. Doisac's three natural satellites are Soirapt, Teash, and Warial: the first and largest, a lifeless corpse-moon, while the others were industrialized and populous. After the Covenant fell, many returned to Oth Sonin in hopes of rebuilding their own worlds, but such optimism would be short-lived. When the warlord Atriox failed to comply with Cortana, this resulted in the planet's devastating end. Billions died in the cataclysm, along with almost all remnants of Jiralhanae culture and history. Though their shattered world now slowly cools in the void, the Brute's thirst for vengeance has only begun to be stoked.

— VHEILOTH CAPTAIN —

— VHEILOTH CHIEFTAIN —

— RH'TOL WARRIOR —

JIRALHANAE_VARIATION_01010110

INTRODUCTION TO THE COVENANT //

HURAGOK

THE HURAGOK ARE AN ARTIFICIAL SPECIES OFTEN CALLED ENGINEERS. THEY WERE CREATED BY THE FORERUNNERS FOR THE MAINTENANCE AND REPAIR OF THEIR INSTALLATIONS OVER EXTRAORDINARILY LONG DURATIONS OF TIME.

HURAGOK_01010110

SPECIES NAME: *Facticius indoles*

HOMEWORLD: N/A

HEIGHT RANGE: 5ft 11in–8ft 2in (180–248cm)

WEIGHT RANGE: 123–126lbs (56–57kg)

Enigmatic living machines that function as techno-savants for the Covenant, Huragok have peerless knowledge of most technologies and possess seemingly inexhaustible wells of ingenuity for modifying and repairing almost anything. They were created by the Forerunners long ago, and originally designed to maintain their makers' boundless stores of technology that span the galaxy. First discovered within derelict Forerunner sites, the Covenant treated the Huragok as little more than biomechanical slaves that were deployed to construct, repair, maintain, and augment their technology. The Covenant discovered only too late how much of their infrastructure relied on the quiet ministrations of the Huragok when most were killed in High Charity.

CHARGING_STATION_01010110

PHYSIOLOGY

Despite their appearance and behavior, Huragok are not truly living creatures. Their body is a composition of nanomechanical substances that look and function like organic material. Most Huragok share the same basic features: a collection of bulbous gas-bladders, a tapered, six-eyed head, and a series of tentacles that can manipulate objects at a microscopic level by splitting into extraordinarily fine cilia. Huragok skin

is bioluminescent, displaying the creature's emotional state and work progress. Although remarkably strong, Huragok are frail in construction; their bladders are essential to their respiratory system and puncturing them will cause the creature to asphyxiate. While they do appear to enjoy eating and drinking, Huragok can survive indefinitely using almost any energy source.

HISTORY

The Huragok's ancient past is a mystery. When the San'Shyuum Reformists first left their homeworld aboard the Dreadnought, they slowly pushed out-system, only to discover activity near their neighboring planet, Salosur Qom. Despite being a dead, barren world, a helical network of facilities in orbit contained a large crèche of Huragok, most of which were brought aboard the ship to repair its extant damage, binding their fate to what would eventually become the Covenant. For centuries, the Huragok would serve the San'Shyuum in this role, whether awakening Forerunner technology or simply conducting menial repairs on their machines. With the Covenant's destruction, the status of this lineage of Huragok is uncertain. Many perished when High Charity fell to the Flood and others were taken into exile by the San'Shyuum. What little seemingly remains of their kind are highly prized and heavily guarded.

CULTURE

Although they lack a formal culture and their individual disposition is somewhat amorphous, Huragok do possess their own personalities and views shaped by experience. They are monomaniacal about their duties, but will alter their behavior to avoid conflict and disruptions to their work, which gives them a reputation for being passive and evasive. When undisturbed, Huragok are naturally gregarious and communicate freely among themselves through a form of sign language. This makes the concept of secrecy or deception utterly alien to them. With no overarching motivations, other than the driving impetus to repair what has been damaged, Huragok are impressionable and easily exploited.

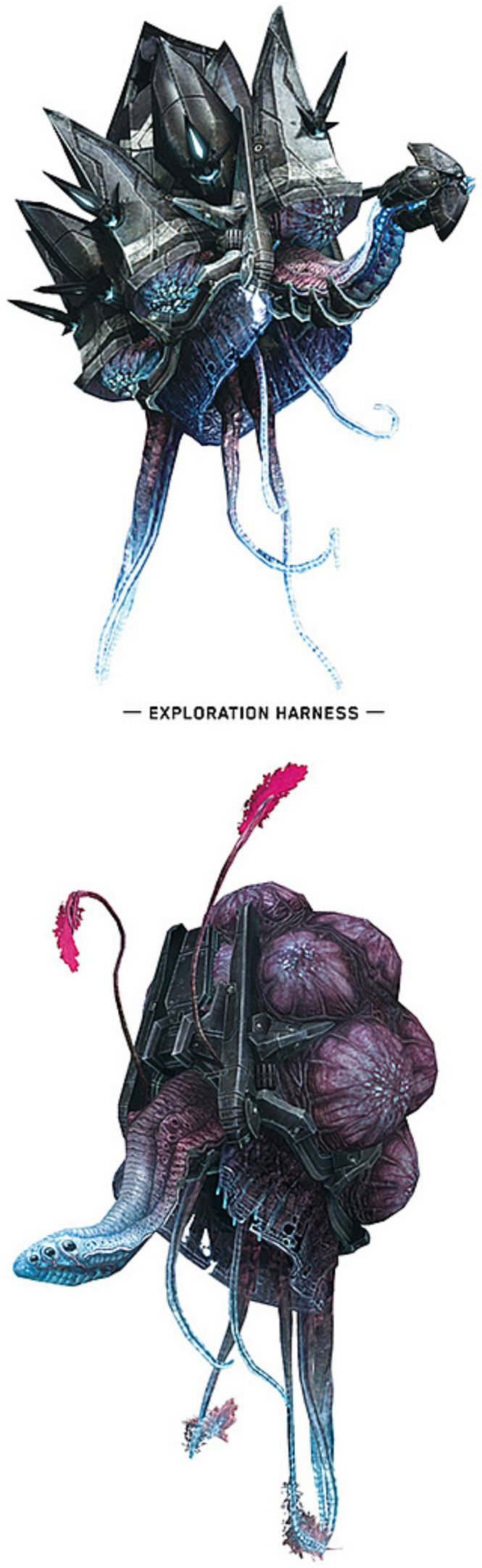
SOCIETY

The Huragok desire only food and work, and their behaviors fall within a rather narrow range, making social interaction irrelevant beyond what is essential to their task. The production of new Huragok requires two to three Huragok who manufacture their offspring out of raw materials and portions of their own bodies. Naming originates from the effort to achieve perfect buoyancy in the progeny through the precise mix of gases. Huragok have little sense of self-preservation and will steadfastly continue in their tasks unless prevented by an outside force. Due to their extraordinary value, some factions within the Covenant rigged bombs to Huragok when they were deployed to a world, mainly to prevent them from being captured by the enemy.

STATUS

As living machines and enigmatic Forerunner constructs in their own right, no serious analysis of the Huragok's fundamental composition and differentiation has been successful at this time. For millennia, the Covenant displayed little curiosity in the particulars of their convenient servitors, while humans yet lack the technical and theoretical basis to make more than superficial observations. The precipitous decline in Huragok numbers with the self-exile of the Prophets and the creatures' aberrant motivational behaviors since the conflict on Requiem has been alarming, however. There is now a renewed effort in understanding these strange creators and teasing out details to assist in their long-term population recovery and utilization. For their part, the Huragok appear to lack any concern or insight into their current predicament.

HURAGOK_VARIATION_01010110



— EXPLORATION HARNESS —

— BASE HARNESS —

INTRODUCTION TO THE COVENANT //

THE FRINGE

MAJOR CLIENT CIVILIZATIONS HAD PROMINENCE IN MANY RESPECTS, BUT THE COVENANT ALSO MAINTAINED A NUMBER OF SPECIES IN THE PERIPHERY—NOT TOTALLY BEREFT OF VALUE, BUT OFTEN LACKING VISIBLE PROMINENCE.

DAZREME_01010110

The Covenant's tangential holdings included the Fringe, a collection of civilizations that were held at arm's length by the empire, exploited mainly for their strategic and infrastructural advantages. These species did not pose any immediate threat to the Covenant, and were ultimately molded into forced labor or undignified utilitarian roles. Often, they were treated more like tools and instruments than fellow constituents. Most of the Fringe served only on their homeworld or in remote locations, far outside the purview of High Charity and even the lowest castes, operating under the supervision of San'Shyuum executors and a local cortege of Kig-Yar enforcers. With the destruction of the Covenant, the fate of these disparate species is uncertain, though some believe that most will simply pick up where they left off.

DAZREME
HOMEWORLD: Reme
HEIGHT RANGE: 5ft 6in–7ft (168–213cm)
WEIGHT RANGE: 192.4–467lbs (87.3–211.8kg)

SIRENS

When Covenant relic hunters aboard *Burgeoning Fealty* stumbled upon the ocean world of Reme, they discovered an incredible wealth of Forerunner treasures—one of the largest stockpiles ever encountered by the empire. However, the bulk of this reliquary was contained within a network of sunken Forerunner cities, all submerged far below the surface of the planetary sea that covered nearly every square kilometer of the massive world. Further still, these cities were inhabited by strange aquatic creatures. Known as the Dazreme, this enigmatic species had repurposed the Forerunner technology in incredible ways, creating a vast civilization that thrived within the depths. Covered in fine layers of placoid scales in a wide range of colorations, the Dazreme are strong, resourceful, and highly intelligent creatures, although the Covenant were unable to penetrate their history or medical science.

Eventually, the San'Shyuum managed to broker an alliance with the Dazreme, leveraging their unique knowledge of Forerunner technology to ends still not fully understood. As time went on and more species were formally integrated into the Covenant, the San'Shyuum went to

great lengths to ensure that knowledge of the Dazreme and their world remained secret, including the practice of executing entire crews that had accompanied a Prophet on a diplomatic trip to the planet. To only a handful were the coordinates known, and even those who simply knew of its existence spoke about it in hushed tones and far away from the prying eyes of the Sangheili. Following the collapse of the Covenant and the scattering of the San'Shyuum, the status of the Dazreme is unclear.

SMUGGLERS

YONHET_01010110

YONHET
HOMEWORLD: Yonhe
HEIGHT RANGE: 5ft 5in–6ft (165–182cm)
WEIGHT RANGE: 120–200lbs (54.4–90.7kg)

A civilization native to the small moon Yonhe, the Yonhet are a small and clever biped species that have a proclivity for acquiring and transporting difficult-to-find items. When the Covenant initially came into contact with the Yonhet, their lack of a formal military and their meager population ultimately meant that they had little value as full signatories in the alliance. Their inherent talents in both trade and artifact hunting indicated to San'Shyuum missionary delegations that they might have merit in some form. Under the vigilant eyes of administrators, the Yonhet were employed to scour abandoned worlds, plumb darkened shrines, and transport recovered relics, among a myriad of other more crude tasks. The Yonhet responded to the Covenant dogma with a feigned devotion that was never questioned by the San'Shyuum, despite their cynicism and occasional temerity.

Due to the reallocation of the Covenant's resources to address the human problem, the Yonhet were able to hide during much of the war, not simply because they held little value as warriors, but also because exploration and transport had become challenging. The Covenant's attention had shifted to war, so the Yonhet began dispersing even well before the alliance's collapse. With the empire now gone, the Yonhet have taken tentative steps onto the larger galactic stage. Bolstered by rapidly increasing opportunities for progress and profit amid the chaos of the Covenant's fallout, they have made contracts as traders, salvagers, and smugglers with the alliance's splinter factions. Interaction between what remains of the Covenant and the Yonhet has varied, with some seeing fit to elevate particular individuals to more trusted roles, while others merely exploit them through intimidation, coercion, and even slavery.

BEHEMOTHS

SHARQUOI_01010110

SHARQUOI
HOMEWORLD: Unknown
HEIGHT: 16.4ft (500cm)
WEIGHT: 14,000lbs (6,350kg)

Within the fringe elements of the former Covenant, no species was spoken about with more dread, fear, and caution than the mighty Sharquoi. Massive in size, these hulking beasts boast an imposing presence that dwarfs even the largest of the Covenant's client species. Rarely seen by even the highest echelons of military leadership, the Sharquoi were only employed in battle when absolutely necessary, since their presence often resulted in the decimation of their own forces as much as the enemy's. Unbeknownst to the Covenant, the Sharquoi's speed, power, and astonishing resilience–even against the Flood–led the Forerunners long ago to attempt to use them as weapons in the war with the parasite, controlling them through a powerful instrument called the vertex.

Enormous bipeds standing on thick, trunk-like legs, Sharquoi are covered in a gray, leathery skin spread taut over corded muscle, with two jagged bone spikes jutting out just above the hands, which can be used to inflict extraordinary damage. The Sharquoi possess a remarkable, bone-shattering grip and bear extruded, razorlike teeth that can easily maim a victim when close enough. Perhaps their most unsettling feature is a prominent lump of bone that dominates their forehead like single cyclopean eye, an organ used for echolocation and communication. Although relatively unintelligent as individuals, Sharquoi are able to collectively pool cognitive resources and function as a single entity–hordes of interconnected Sharquoi effectively operating as one–an aspect that makes them truly devastating.

INTRODUCTION TO THE COVENANT //

COVENANT TECHNOLOGY

WHILE ORIGINATING FROM AN ENDURING LEGACY POSSESSED BY THE ORIGINAL FOUNDERS, ALMOST ALL CURRENT TECHNOLOGICAL ADVANCES IN THE COVENANT ARE SOURCED FROM EXISTING FORERUNNER MACHINES AND SYSTEMS.

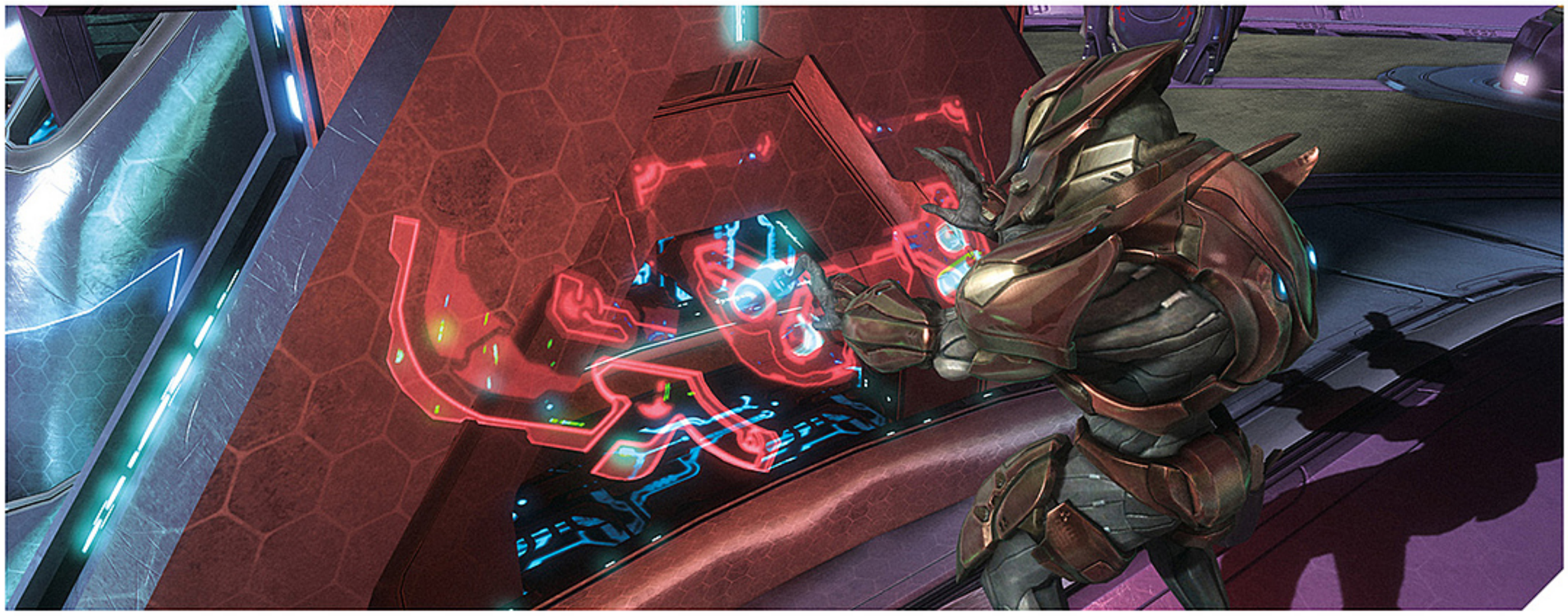
Although some Covenant species had achieved remarkable scientific advancements and insights on their own, the alliance's recovery and analysis of Forerunner machines was the key to realizing the vast majority of its technology. The discovery and study of countless Forerunner sites and relics yielded a wealth of miraculous mechanisms and enigmatic systems that could be leveraged to great effect, though the secrets of their inner workings (if they could even be divined) were jealously guarded by the San'Shyuum. For this reason, the Covenant are not considered wholly innovative, but rather imitative, reverse-engineering existing Forerunner technologies with limited insight into an object's function, and sometimes deeply misunderstanding their original purpose or full capabilities.

DESIGN PATTERNS

Covenant equipment designs are developed as patterns that correspond to one or more manufacturing templates used to program assembly forges–nanomachine factories which "grow" subassemblies and integrate components. Each pattern is the product of skilled artisan-engineers that builds on millennia of careful refinement and study of Forerunner mechanisms by pious Sangheili and San'Shyuum artificers.

HALLOWED INTERFACES

The Covenant employ tactile holographic displays and interfacing systems that mirror that of the Forerunners, though operating slower and less efficiently by several orders of magnitude. This component of life within the Covenant is often taken for granted, yet it is by far the most pervasive of all technologies inherited from the gods. Communication over distances is achieved through relays and node modules that are fully integrated, and capable of being easily deployed in almost any context. The San'Shyuum discovered early on through the Dreadnought's own transmission systems how to leverage ancient machines placed within wavespace by the gods, allowing instantaneous supraluminal communication.



INTERFACES_01010110

BIOLOGICAL REPAIR AND AUGMENTATION

Medical technology and treatment in the Covenant was both extremely sophisticated and heavily stratified by species' caste and rank, with distinctly unequal access to anything beyond the most basic health maintenance. The most advanced medical techniques and systems were created by and for the San'Shyuum within the Ministry of Preparation. Other species relied on automated care and screening monitored by the Ministry of Concert, which was often administered as part of religious sermons and ration distribution.

For their part, the Sangheili frowned on medical intervention which tainted purity of purpose during their holy wars, and there were no medics or concern for recovering the wounded from the battlefield. Warriors on campaign relied on the unpredictable attentions of Huragok or on having their broken bodies carried to flesh-mending sacellum in the temples, both of which could repair all but the gravest injuries, if such was the will of the Prophets. However, the use of healing pharmaceuticals in military rations was widespread among Covenant soldiers, though most Sangheili refused stimulants and pain suppressors outright. The Jiralhanae were much more practical, but in the heat of battle, they too shared a similar lack of concern for combat injuries.

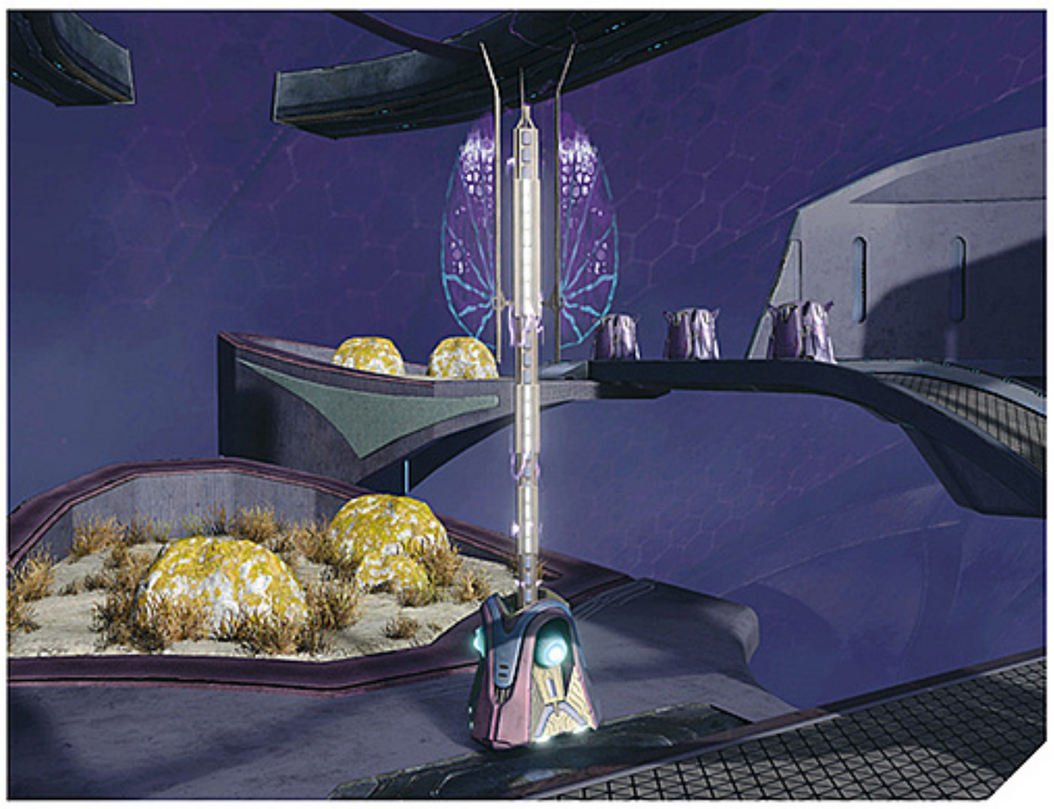
ASSOCIATED INTELLIGENCES

Some technologies, like autonomous artificial intelligences, were considered sacrilegious by the Covenant. Half-understood warnings in Forerunner records regarding Flood-compromised distributed intelligences led to a long-standing ban on high-level thinking machines and networked intelligence circuits, with any research severely punished. This did not prevent the Covenant from developing their own form of tightly circumscribed distributed intelligences–expert systems which were ubiquitous.

However, AIs (like those employed by humans) were considered dangerous heresies and vile aberrations, clear evidence of their species' transgressions against the Forerunners. Although initially caught flat-footed by the humans' cyberwarfare capabilities, the Covenant eventually unvaulted counter-intrusion software constructs they had developed in ages past, including polymorphic seeker-killers isolated and extracted from the Dreadnought's systems. As strictures began to loosen during their war with humanity, the Covenant captured one human AI, and a brazen handful of researchers attempted to isolate and convert the machine. This only resulted in a hostile, enslaved artificial mind, that managed to escape, replicating itself into innumerable trace patterns across many Covenant facilities and vessels.

PROSELYTIZATION NETWORK

The proselytization network, sometimes referred to as the "Covenant battlenet," is a command-and-control system that served as a tool to enact the will of the Prophets and their Sangheili military leadership in war. Unlike the human's own battlenet, it served all civil, military, and religious functions simultaneously, and was a top-down system optimized to transmit orders, and not receive updates from local nodes. Religious exhortations and command directives were transmitted from High Charity to individual worlds and fleets using supraluminal links. Modifying statements by local satraps and fleet commanders were spread by less sophisticated relay spires and pylons.



RELAY_01010110

INTRODUCTION TO THE COVENANT //

CIVIL TRANSPORTS

MOST TRANSPORTATION TECHNOLOGY WITHIN THE COVENANT IS DOMINATED BY MILITARY USE, THOUGH THIS CANNOT NEGATE THE NUMEROUS DIPLOMATIC, MUNICIPAL, AND CIVILIAN TRANSPORTS THAT POPULATE THEIR SPHERE.

DIPLOMATIC_SHUTTLE_01010110

Although several of the Covenant species had achieved impressive local transportation solutions on their own, such as the Sangheili's rock-treaders, wave-skimmers, and sky-climbers, the empire's recovery and analysis of Forerunner machines was key to their mastery of gravitic technologies, principally witnessed in the rich development of boosted-gravity and impulse drives. After their military uses were sufficiently explored, these and other means were employed by the Covenant to quickly move goods and people around cities, keeps, stations, and even large starships.

DRIVE SYSTEMS

Most Covenant terrestrial craft functioning within gravitational norms incorporate boosted-gravity drives which allow vehicles to hover above the ground in a stable position and are then propelled at significant speed in a given direction. Boosted-gravity technology was first pioneered by Sangheili prior to the Covenant, but these machines were radically improved upon with the discovery of Forerunner transports. Impulse drives are significantly more powerful and were designed for both atmospheric and exoatmospheric use, powered by a small-scale pinch-fusion reactor. In addition to being pervasive within the Covenant navy, the impulse drive was incorporated into a spectrum of domestic vessels, from crude freighter skiffs to the private galleons of influential ecclesiarches.

DIPLOMATIC SHUTTLE

For parley and negotiation efforts, an array of diplomatic shuttles were customary, both within and without the empire's boundaries. Though extraordinarily resilient through the incorporation of multiple safeguards, such as personnel compartmentalization and supplemental shielding, the shuttle's decisive lack of formal weaponry communicated a resolved stay of hostility. These were made explicitly as "peace craft," and were therefore almost completely unseen during the Covenant's thirty-year war with the humans.

SKY BARGES

Those of privilege, or whose caste role demanded it, could make use of various shuttlecraft, air rafts, and space skiffs to travel across Covenant worlds at a level of opulence befitting their station. These vehicles differ in only minor ways from the dropships and transports used by the Covenant military and were often armed with "ceremonial" weapons for self-defense. Ironically, they could also be exploited by civilian malcontents in weak attempts at revolution or, in the case of the Kig-Yar, for the purpose of piracy.

HUDAL

Hudal drop-barges are one of many nondescript Covenant utility craft that ferry goods around planets, to orbiting stations, and between ships. Those used by Sangheili are armed with a single plasma cannon. They do not have slipspace drives and are not suitable for interplanetary travel, but are easily one of the most common barge formats used by the Covenant's workforce. Their widespread adoption by industrial corporations and manufacturing plants delineates them primarily as civil transports.

GRANION_01010110

GRANION

A stately pleasure barge for the regal and the clerical select, these graceful vessels held high-ranking Prophets and their entourage in comfort during long trips within High Charity or between shrines on colony worlds. The barge's main deck served as an exterior forecourt for dialogue and leisure, while below were private cabins, offering space for introspection, meditation, and the use of stimulants. Smaller versions of the Granion carried a single Prophet and their Honor Guard pilot.

DOMESTIC TRANSPORTS

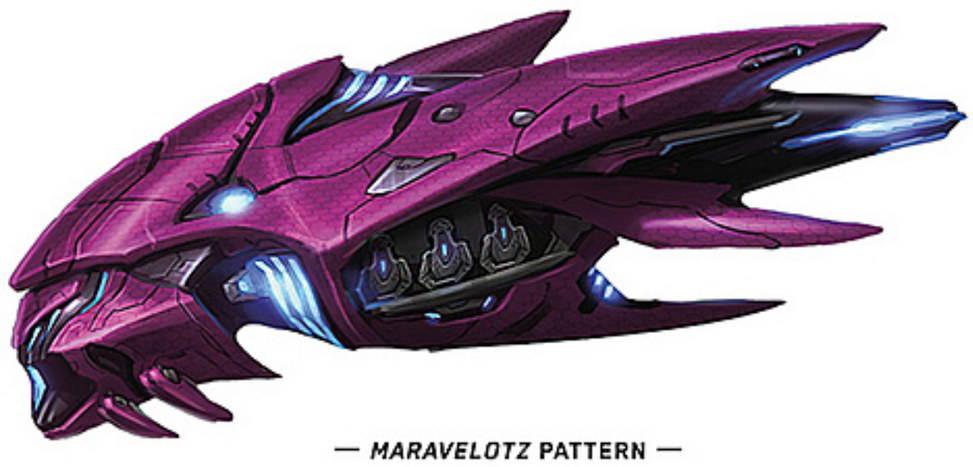
Swift movement across vast population centers, such as the Holy City of High Charity or the cities dotting the Covenant's outlying fortress worlds, demanded closed-cabin domestic transports proficient not only with swift flight and nimble controls, but also uncomplicated docking mechanisms. While such luxuries remain well beyond the reach of the lower castes, for those who can afford them or whose station requires such travel methods, they are a staple of practical importance and symbol of affluence.

REN

Originally conceived as a small utility shuttle, the Ren's design evolved during its earliest years, allowing a variety of uses to manifest. Fitted with four impulse drives and nearly as fast and maneuverable as a Seraph fighter, the Ren was often blessed with the honor of transporting ministers and nobles of the Covenant's ecclesiarchy. The shuttle was fitted with a compact slipspace drive, which eventually led to its service as an escape craft, and later as a fantastically practical ship for traders and smugglers alike.

DOMESTIC_TRANSPORTS_01010110

— *IQNUCEKK* PATTERN —



— *MARAVELOTZ* PATTERN —

— *KHAULIO*-PATTERN ADMINISTRATOR —

INTRODUCTION TO THE COVENANT //

ENERGY SYSTEMS

LONG AGO, THE SAN'SHYUUM MASTERED THE ART OF TAPPING HIGH-ENERGY PLASMAS AND MELDING IT WITH SANGHEILI GRAVITIC TECHNOLOGY TO CREATE PINCH-FUSION REACTORS AND PLASMA COILS, GIVING THE COVENANT ACCESS TO EXTRAORDINARY VOLUMES OF ENERGY.

DREADNOUGHT_01010110

THE DREADNOUGHT

The ancient Forerunner keyship served as the central altar for the Covenant faith, and as the main power source for High Charity. Even resting, it remained in standby–its vacuum-energy cells siphoning power from natal dimensions and quantum fluctuations to ensure it could be reactivated at a moment's notice. Vast conduits drew from this reserve energy to power the heart of High Charity, including colossal assembly forges and the station's many relics. When the parasitic energy conduits fell away during the Prophet of Truth's escape, the keyship quickly awoke to its full power and was ready to conduct a slipspace jump in mere seconds. High Charity's core systems failed almost immediately, giving the Flood a significant advantage in its inexorable infestation.

RELIC CORES

Covenant forces excavated many strange and wondrous Forerunner artifacts over the millennia. Those that could be mined for power were often repurposed for military applications, either to supplement more traditional pinch-fusion reactors or to replace them entirely. This was not always efficient or safe, but it was considered a high honor and blessing to have ancient engines made available to serve the Covenant in their righteous duties.

PINCH-FUSION REACTORS

Using focused gravity generators to replicate conditions inside the cores of stars, pinch-fusion reactors create enormous amounts of power and plasma. They are remarkably large and require massive amounts of deuterium fuel to operate, which often makes them unsuitable for most vehicles and portable applications, though several notable exceptions exist. Pinch-fusion reactors are also extremely volatile when damaged or destabilized, making them hazardous if exposed to enemy fire.

LINKED REACTORS

Space stations used clusters of pinch-fusion reactors, both for redundancy and a measure of safety. High Charity had massive networks of reactors intended to supplement what was siphoned off the inert Forerunner Dreadnought, but centuries of expansion and complacency

GENERATOR_01010110

meant they were sorely inadequate to keep the capital defenses powered when the Prophet of Truth suddenly left for the human homeworld.

PLASMA BATTERIES

Anything smaller than a capital ship or citadel relied on plasma batteries for power. These encapsulate high-energy plasma in a containment cell and could be recharged from generators. They range widely in size and shape, but are among the most standardized components used by Covenant technology, and have changed little in function for several centuries. These devices rely on internal mechanisms that are both arcane and highly dangerous to replicate. Vantus-pattern eolipile were lightweight plasma batteries widely used by Covenant ground forces to recharge weapons and vehicles. They could be replenished at almost any generator, but their lack of shielding made them quite vulnerable to damage and explosive containment failure. Plasma furnaces were small, high-output plasma batteries used for specialized applications, such as Sangheili combat harnesses and deployable shields.

ENERGY SHIELDS

Regenerative energy shield equipment was a keystone technology of the Covenant war machine, providing exceptional levels of protection against kinetic and directed energy attacks with relatively little bulk. Though extraordinarily power-hungry and unable to be masked, the nature of shield generators allows them to be activated very quickly in emergencies.

PERSONAL ENERGY SHIELDING: Sangheili and other Covenant infantry employed combat harnesses fitted with compact shield systems that protect the wearer from harm, powered by a plasma furnace. Major components such as the shield generator and waveguide are woven into the undersuit, and can be overcharged with external power sources and Huragok support webs.

POINT DEFENSE GAUNTLETS: Utilized primarily by Kig-Yar, this technology is an adaptation of the portable barrier devices widely used by the Covenant military. Typically worn on the forearm, the shield generator is compact and lightweight, but can be powered by a simple plasma battery. When activated, the shield creates an energy barrier shaped with notches, allowing the operator to fire their weapon from protection.

DEPLOYABLE SHIELDS: The Covenant's deployable shields are resource-light, portable force-field barriers powered by a plasma battery. The shield they generate is purpose-built, but most are solid hemispherical shapes that are semiopaque and brightly lit. When collapsed, the shield is reactivated at full strength after a short cooldown period if there is battery power remaining. The shield's generator self-destructs when the battery is fully drained, but it is uncertain if this was intentional or an unfortunate defect in its design.

SHIELD WALLS: During occupation efforts, the Covenant deployed larger shields that were used as both defensive screens and containment walls. These are essentially scaled-up deployable shields, but are powered by an external plasma generator, making them effectively invulnerable to small arms.

SHIELD SPIRES: Large Covenant facilities and landing zones were often protected by shield domes created from strong spire emitters. These were powered by pinch-fusion reactors and require naval-scale weapons to deplete or collapse. Due to their use as defensive canopies, the shields are designed to be selectively permeable and can be engineered to allow passage of small vehicles and personnel.

ENERGY_SHIELDING_01010110

INTRODUCTION TO THE COVENANT //

GRAVITY SYSTEMS

THE COVENANT INCORPORATED GRAVITY FIELD MODIFICATION SYSTEMS IN ALMOST EVERY DOMAIN OF LIFE, FROM THEIR MOST IMMENSE STARSHIPS TO THE SIMPLE TRANSPORTATION OF MERE INDIVIDUALS—ITS UBIQUITY WAS UNRIVALED.

GRAVITY_LIFT_01010110

Although sometimes referred to erroneously by humans as anti-gravity devices, the Covenant's impressive diversity of gravitic machines do not negate gravity, but alter and modify gravity fields in order to move individuals, cargo, and even large transports with simplified controls and relatively low energy expenditure. Instruments such as these span the gamut in size, shape, and functionality, though most of them are basic plates and mounting platforms, easily built into existing structures.

GRAVITY LIFTS

Created in an astounding number of variations, the Covenant made extensive use of gravity lifts, designed strictly for vertical conveyance. Plates grafted into parapets and escalating chambers allow easy passage within an open space, while immense tunnel systems are capable of jettisoning persons the full length of one of High Charity's two-kilometer towers in a matter of seconds. In combat, Covenant troops can employ personal gravity lifts, quickly splaying field generators in order to move objects or even to easily traverse challenging terrain. Capital ships and deployment spires incorporate powerful gravity lifts, allowing them to ferry soldiers and munitions to and from a world's surface over enormous distances.

GRAVITY MITIGATORS

Personal devices, such as gravity belts, harnesses, and thrones were often available to only the wealthiest and most affluent aristocrats and politicians. These instruments offered swift and easy mobility within any gravity field, whether as a simple, buoyant hovering mechanism or even more elaborate flight, such as the quick summiting of High Charity's interior walls or the war citadels of Saepon'kal. While the military often utilized more aggressive thrust propulsion, some Sangheili and San'Shyuum were known to employ gravity harnesses, particularly during stealth operations where discretion was essential.

GRAVITY_SLING_01010110

GRAVITY SLINGS

Magnetic channels and bridges commonly referred to as gravity slings punctuate every major Covenant population center. These powerful machines allow the swift horizontal transportation of individuals and objects between tower structures and across wide architectural spans and chasms. Spindle systems built into specific sites meant that the slings could be altered and reconfigured in nearly limitless orientations, allowing passage in any direction. The lack of physical composition also meant security was far easier to enact, with the denial of access to specific towers feasible at the touch of a button. Some gravity slings used magnetic fields to both accelerate and alter trajectory, while others were simply utilized for aesthetic or self-indulgent reasons, offering the passenger momentary weightlessness as they were conveyed.

WATCHTOWERS

Though platform suspension within the Covenant greatly exceeded this usage, the military often deployed gravity-fixed watchtowers within the battlefield. Easily installed and activated, watchtowers consist of a protected platform and gravity base, the former lifting into the air at a stable and static position, offering the user swift access through a separate field at its center. This elevated position gave scouts and snipers a substantial advantage over enemy infantry, forming the basic perimeter before the establishment of a forward operations citadel or other advanced occupation site.

REPULSOR ENGINES

Covenant vessels are propelled with reactionless drives, meaning they do not generate an exhaust of hot gases to create thrust. The largest and most impressive of these are repulsor engines, stacked tidal gravity generators that "push/pull" the ship in a desired vector. Their incredible thrust-to-weight ratio and tactical mobility remains unmatched except by arcane technologies of the Forerunners.

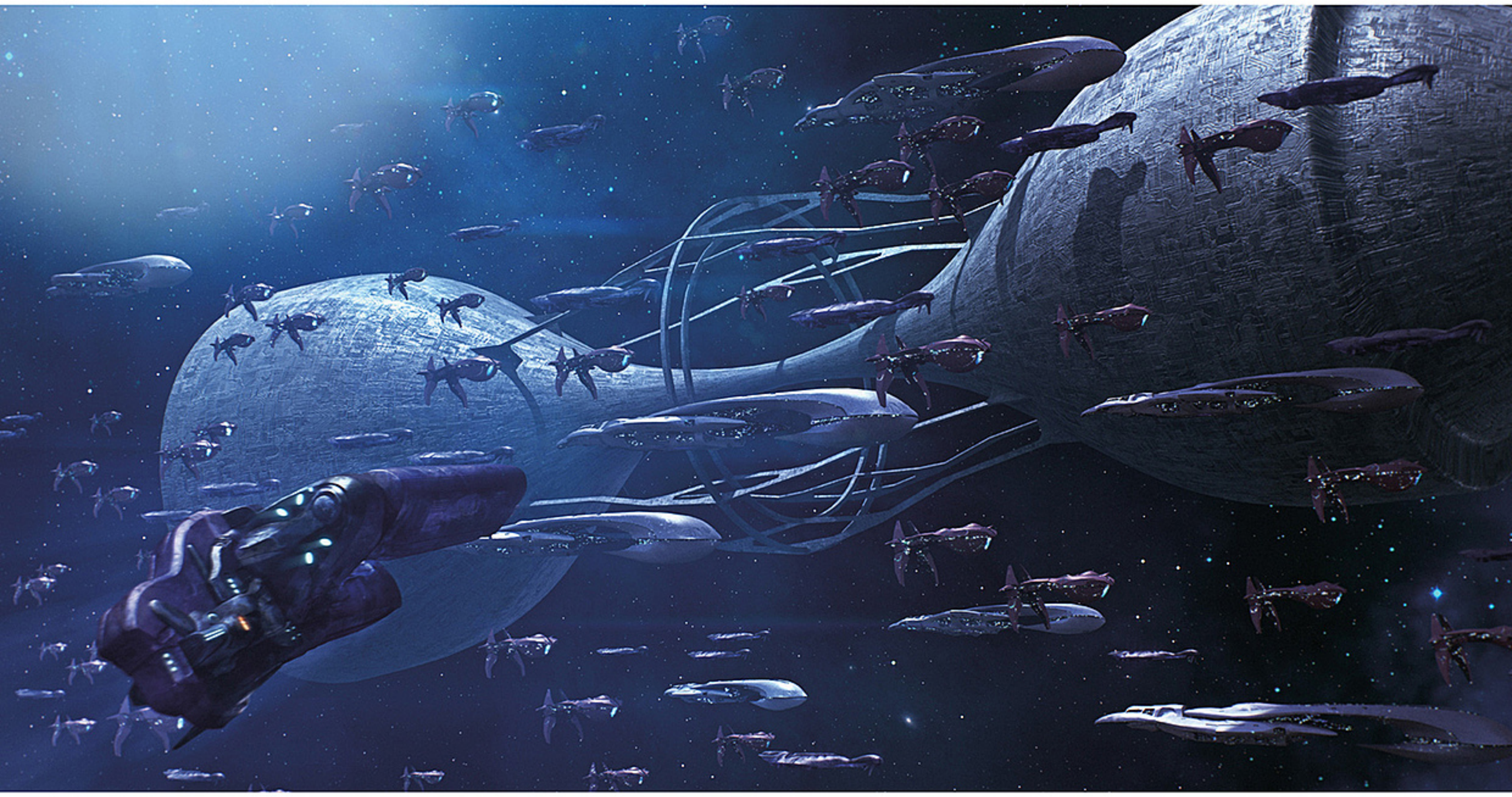
Repulsor engines generate hazardous quantum fluctuations in the ship's wake that may interfere with gravitic systems of nearby vessels, particularly when operating at high power. Extensive exposure to unshielded drive elements also causes significant neurological degeneration and psychoses in most species, but operator safety was never a priority for the Prophets. The advantage of repulsor engines is that they function in both space and atmosphere, synergize with other gravitic systems, and are simple to maintain once installed and tuned. Their enormous power needs are easily met by large pinch-fusion generators.

WATCHTOWER_01010110

INTRODUCTION TO THE COVENANT //

COVENANT SPACE

THE SAN'SHYUUM AND SANGHEILI WERE STAR-FARING SPECIES WHEN MODERN HUMANITY WAS SCRAWLING SIMPLE WORDS ON CLAY TABLETS, A FACT THAT GAVE THE COVENANT AN EXTRAORDINARY ADVANTAGE AGAINST THEIR ENEMY.



UNYIELDING_HIEROPHANT_01010110

The Covenant have roamed among the stars for many ages, spiritually forging the Path while they charted untamed worlds, explored Forerunner factory-cathedrals, and purged remnants of the vile parasite found among the shattered ruins of long-dead civilizations. All space travel technology is based on the ineffable work of the Forerunners and its purpose made manifest by the will of the Prophets alone. Through many long years of interpretation, divining the secrets of the Dreadnought and other Forerunner vessels, the Covenant perfected travel across the expanse of space, forging fleets of unrivaled might and glory.

SOURCE OF POWER

Nearly all Covenant starships utilize pinch-fusion reactors, machines fueled by deuterium and tritium composites that yield extraordinary amounts of power. Though relatively primitive and dangerously volatile compared to other technologies used by the Covenant, they have proven effective over the ages. By initiating and sustaining a fusion reaction through a series of artificial gravity generators, the plasma produced can be compressed and heated by pinched magnetic fields. Not only does this method power Covenant starships, feeding both repulsor and translight drives, but it also generates enough energy to power the ship's entire fleet of vehicles, weapons, and armor. The only exception to the Covenant using this system were the rare cases when vessels were blessed by hallowed shrine-cores extracted directly from Forerunner vessels.

SPACE TRAVEL

Although Covenant space travel technology was, in most respects, far superior to that used by humanity, their religiously prescribed dependence on reverse-engineered Forerunner machines left them few opportunities to explore alternatives or even discern the underlying principles of their systems. This comprehension delta proved to be a tragic misstep when humanity began unearthing both Covenant and Forerunner space travel technology at an exponential rate, delving into the principles of how they worked and how they could be integrated with existing human components. Nevertheless, even in the postwar era, most Covenant ships still possess distinct advantages governed by centuries of refinement. They can still travel interstellar distances further, faster, and more accurately than anything available to humanity, and can use in-system jumps and other tactics impossible to match with current Shaw-Fujikawa Translight Engines.

COORDINATION PLATFORMS

Every inhabited system was gifted at least one coordination platform and garrison overseen by the Ministry of Concert to support tithe-ships, monitor the population, and deter heretics. Usually referred to as defense platforms or sensor battlements, these stations also had important civil and religious functions as outposts of the Covenant ecclesiarchy and nodes in the empire-spanning proselytization network. Smaller platforms were placed in locations of strategic interest for the Covenant war machine, such as mining sites, fuel processing stations, and repair centers.

HARBORAGES

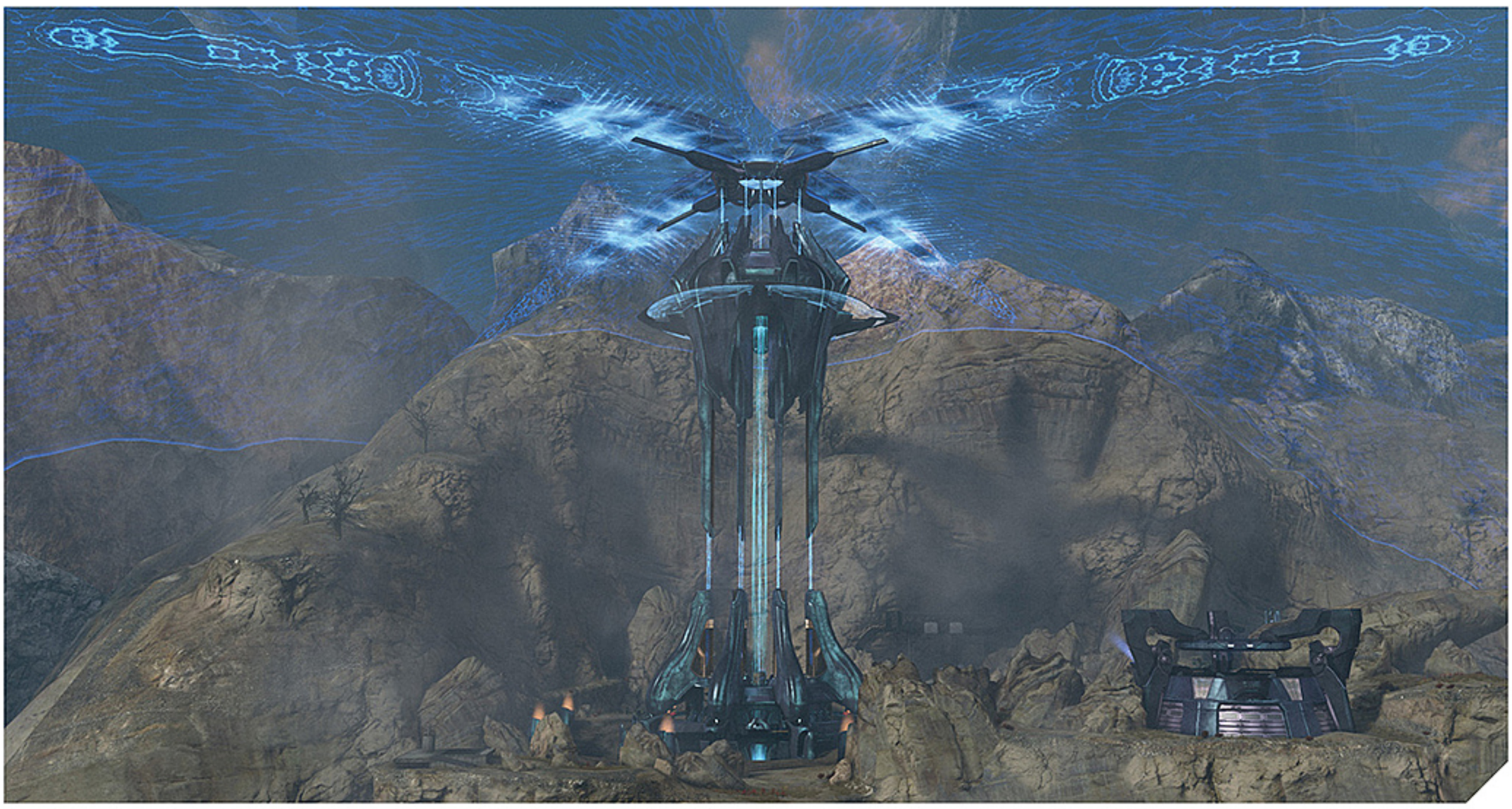
Covenant worlds had considerable autonomy to govern their own affairs, but the Prophets controlled the stars. Spread throughout the empire were regional capital sites: city-ships and command-and-control centers, from which the will of the Prophets could be rebroadcast, their fleets replenished, and Forerunner artifacts safeguarded. Such was their importance that even the hierarchs could not move them from their appointed territories without great need and risk of their carefully hidden secrets laid bare. During their war with humanity, two of these key sites were destroyed: the Ring of Mighty Abundance orbiting the divine world of Zhoist and the Unyielding Hierophant, a vital refit hub hidden in the Tau Ceti system. Both of these were major Covenant losses that acted as dark omens, foreshadowing humanity's final victory, clear evidence of the devastating capabilities of human demons.

DEPLOYMENT SPIRES

An imperfect rendering of Forerunner translocation technology, Covenant deployment spires were designed to transport matériel and personnel seamlessly through nascent portal networks. The

SLIPSPACE_DRIVE_01010110

spire was directly linked to a capital ship in orbit, transmitting objects from nodes onboard. Ironically, the Covenant's methods of leveraging this technology were both dangerous and enormously inefficient, ultimately limiting their use, so they were rarely employed. The most prominent use of a spire was during the early stages of the Covenant's invasion of Reach, where large numbers of troops were sent from *Long Night of Solace* to the world's surface, completely bypassing its orbital defense network.



DEPLOYMENT_SPIRE_01010110

COVENANT WORLDS //

HIGH CHARITY

A GLORIOUS SYMBOL OF THE COVENANT'S MILLENNIUM-SPANNING ALLIANCE, HIGH CHARITY WAS THE SINGLE MOST IMPORTANT OF ALL THE COVENANT SITES, SERVING AS THE CENTER OF THEIR EMPIRE FOR NEARLY ITS ENTIRE EXISTENCE.

HIGH_CHARITY_INTERIOR_01010110

The Holy City of High Charity was an enormous mobile space station completed in the early years of the Covenant as a centralized capital–the heart of their religious and political life. Over the centuries, the station expanded and grew, becoming home to billions and the focal point of sacred pilgrimages by those who had never been graced with its countenance. As the throne of the High Prophets and the High Council, it was from High Charity that the rulers of the Covenant directed all activities within its dominion, and well beyond. Built on the Spine of the Gods and crowned by the mighty and ineffable Dreadnought, High Charity's grand factories and treasure vaults devoured the wealth of countless worlds, until it was fatefully overrun by the Flood.

ORIGIN

The construction of High Charity was finished during the First Age of Reconciliation (791 BCE), a visible manifestation of the fledgling alliance between San'Shyuum and Sangheili, serving as a spiritual and cultural hub of unification. Designed by Minister of the Hearth, Laka Mowai of the First Assembled Choir of Builders, High Charity was manufactured through the elegant array of mobile foundries called the Supernal Chorus, a long and elaborate process that had been initiated by the San'Shyuum well before the Covenant was even formed. At the heart of city was the Forerunner keyship, one of the gods' foremost chariots and the very Dreadnought which the San'Shyuum had used to cause untold destruction on many Sangheili worlds. With its weapon systems taken offline, the vessel was decommissioned, a decisive show of the San'Shyuum's good faith at the very birth of the Covenant.

DESIGN

Despite its extraordinary size and hub architecture, High Charity was more city-ship than space station. Employing powerful Forerunner artifacts to maneuver (Wings of Malygus) and access slipspace (Sefom Invictus), as well as boasting extraordinary shielding systems (Plaon's Gaze, Pavise of Urs) and an unparalleled arsenal of 32 superheavy plasma lances and 1,900 plasma beam emitters, there was nothing in the Covenant fleet that could compare to its raw firepower and resilience. At 348 kilometers in diameter and 505 kilometers in height, High Charity immediately communicated the glory and majesty of the Covenant, a magnificent citadel-world teeming with hundreds of thousands of warriors, millions of devoted thralls, and a complement of warships beyond numbering.

COMPOSITION

The Holy City's vast scale and complexity played host to tens of millions of individual elements, machines, and sacred sites, most of these dominated by the San'Shyuum's majestic and ornate aesthetic, rich with colors and shapes designed to evoke awe and worship. Many parts of High Charity played critical roles in its service, utility, and protection, while others existed simply to display the Covenant's might.

SPINE OF THE GODS was the nigh unbreakable skeleton of a derelict Fortress-class warship found in orbit around Tuluk'katho, the original site of High Charity's creation.

FOUNT OF LIGHT was High Charity's luminous apex, bathing the Dreadnought in accordance with Janjur Qom's lunar week, ultimately defining the Covenant's daily cycles of worship, labor, and rest.

SKIN OF THE FIRST WORLDS was the name given to High Charity's exterior surface structure, shielded by several powerful systems and wrought of materials taken from every member species' homeworld.

LANCES OF THE FAITHFUL were the ever-vigilant array of weapon emplacements born of divine machines or replicated from decrypted design patterns, capable of instantly vaporizing any unauthorized visitors.

ASSEMBLY FORGES was the title given to the foundries and refineries that labored to meet every want of the Covenant, especially providing countless tools to the empire's implacable war machine.

SPIRES OF GIFTING were the thousands of docking platforms and spires shooting out from the spine's stalk, designed to receive merchants, tithe fleets, and emissaries from hundreds of Covenant worlds.

GRAND ESTATES AND HIVE VAULTS included the resplendent Golden City, for those whose dwellings were graced with a direct view of the Dreadnought, but also the myriad of towers, citadels, and sanctuaries.

HIGH_CHARITY_01010110

LOWER DISTRICTS were sprawling, self-contained habitats capable of housing tens of millions in conditions befitting their station, all employed in explicit regions that allowed them to service vital facilities.

FATE ON THE ARK

Under the dominion of the Gravemind, High Charity was converted into a fetid hive for the Flood and transported across the great span of extragalactic space to the Ark. The parasite's diabolical design was to permanently offline Halo, at last ushering in the end of all biodiversity in the galaxy by eliminating its greatest threat. Upon impact, the once-great city was reduced to a debris field, a shattered collection of wreckage sealed off and buried on the Ark's surface. Without fully active defense protocols, the Ark could only contain the impact site, leaving it susceptible to compromise and the peril of outbreak.

SKYLINE_01010110

COVENANT WORLDS //

SANGHELIOS

UNTIL THE CONSTRUCTION OF HIGH CHARITY REACHED HABITABLE STAGES, SANGHELIOS AND ITS COLONIES REPRESENTED THE CENTER OF THE COVENANT AND THE HEART OF ITS MOST PROMINENT MEMBER SPECIES—THE SANGHEILI.

SANGHELIOS_SURFACE_01010110

Sanghelios is the homeworld of the Sangheili and core of their cultural and political identity, even millennia after their species spread to the stars and colonized dozens of remote worlds. Developed over many centuries to be a dedicated site of pilgrimage, martial study, and clan politics, the planet's native population was supported by massive imports of food and manufactured goods guaranteed by the Writ of Union in exchange for military service. When Sangheili society fractured with the collapse of the Covenant, powerful clans turned their attention to achieving supremacy on the homeworld in order to establish legitimacy, a tumultuous process which devastated many of the largest keeps and reduced numerous once-holy sites to rubble.

GEOGRAPHY

Much of Sanghelios is covered in water, with large swaths of land separated into five distinct regions: Yermo, Tolvuus, Vaardma, Kaepra, and Qivro, each bearing its own mélange of cultures, municipalities, and ecosystems. Landlocked water is not found in significant volumes, with large desert regions that span across the deepest interior portions of the continents. These factors have forced the vast majority of Sanghelios's populations to live on the coasts and islands, locations which are usually girded by steep mountain ranges or rocky tombolo drifts, which provide substantial protection during the planet's harrowing storm seasons.

CLIMATE

Sanghelios is a world of extremes, and the Sangheili have made few attempts to mediate its climate with terraforming technology after unfortunate interactions with seemingly malfunctioning Forerunner artifacts buried in the planet's mantle. On average, the planet is substantially warm, with large tropical stretches and immense arid deserts on the continental interiors. Temperate regions lie closer to the planet's poles, where much of its population resides, near large bodies of water. During the tempest seasons, the weather can dramatically change due to complicated interactions between the twin moons, the system's three stars, and its oceans, making travel extremely dangerous.

INDIGENOUS FAUNA

Over the long ages of interstellar development and expansion, much of Sanghelios remains unsettled and untamed. While many native species are sedate creatures, its predatory menagerie is most intriguing.

- COLO are domesticated animals bred as cattle for food and have glossy coats of fur when healthy.
- DOARMIR are cautious, furry animals hunted by Sangheili for trophy pelts and food.
- HELIOSKRILL are frightening apex predators, renowned for their cunning patience and skill at ambush.

SANGHELIOS_FAUNA_01010110

— COLO —

— 'SKELLN —

- KEIFRA are swift, lithe bovids with remarkable horns that populate the grassy plains of Qivro.
- KRYN'QODON are winged carrion scavengers that clamber rocky coastal outcroppings.
- MAEGOPHET are vicious pack hunters, taking down large prey and savaging farms and outposts.
- 'SKELLN are strong, majestic aerial predators with astonishing speed and voracious appetites.
- TATIR are aggressive aquatic predators found in the warm waters, making sea travel perilous.
- VELITHRA are beasts of burden, capable of navigating the steep, treacherous mountain paths of Yermo.

HISTORY

The hand of the Forerunners lies heavy on Sanghelios. Artifacts populate the planet's surface, with qualities of ancient interest found even on both moons. Most of these constructs were either inert or serve unknown purposes, and the Sangheili took great care not to meddle in their work, though sanctuaries and temple complexes mark their locations for pilgrimage and veneration. After their species' reintroduction as part of the Conservation Measure, the Sangheili developed their science and religion hand-in-hand, esteeming the Forerunners as gods and their machines as sacred instruments of edification.

Until the War of Beginnings, careful and humble analysis of Forerunner technology was the unbroken tradition, yielding steady advancements over time, yet nothing close to what the San'Shyuum incited. The Covenant initially used Sanghelios as its primary seat of governance, plumbing its repositories to fuel their ever-expanding empire before transferring this honor to High Charity. After the fall of the Covenant, civil unrest erupted, ravaging major population centers and forcing some to flee to its moons. Though it is far from universally celebrated, the Swords of Sanghelios, led by the Arbiter Thel 'Vadam, currently maintain much of Sanghelios, protecting lesser keeps and their holdings from hostile rivals.

This formal brotherhood of keeps has earned the respect of many on Sanghelios for their steadfast commitment to the reestablishment of the Sangheili people as a proud and noble pillar in the galactic hierarchy. At the same time, their willingness–and by some measure, eagerness–to further forge social and strategic alliances with humanity have drawn both ire and incredulity from many who remain too entrenched in old hatreds to move forward. Nevertheless, 'Vadam has continued to press forward toward a path of restitution and collaboration in the hope of restoring both honor and influence to their kind. Although the future remains uncertain, the unyielding spirit of the Sangheili people is vividly embodied in the Arbiter's steely resolve.

IRUIRU_ARMORY_01010110

SATELLITE SIGNIFICANCE

Sanghelios is the fourth world in orbit around its system's primary star, Urs, and receives additional solar influence from two other stars, Fied and Joori. However, the three competing suns are not the main cause of the planet's challenging weather and extreme climatic variation. That dubious honor belongs to the moons Qikost and Suban, which exert significant tidal stresses on the planet. Both moons have been settled for thousands of years, though the Sangheili take great care to protect the natural beauty of their surfaces. Their habitats on these worlds are vast, well-stocked, and as developed as Sanghelios itself, with immense city-states sprawling across their surface and harbors that can house entire Covenant fleets.

MIATISTINA_01010110

SUBAN is notable for its abundant deposits of exotic metastable crystals used for needle-based weaponry. The moon largely served as a neutral safe harbor throughout the Blooding Years and benefited from being a lower priority for Cortana during her attempted subjugation of Sanghelios. However, while Suban ultimately suffered only minimal damage during the occupation of Created forces, the weeks and months immediately following Cortana's final demise saw a resurgence of attention focused on the mineral-rich moon. Being the only known source for the enigmatic crystals, several ambitious factions have sought to capitalize on a debilitated local security presence in order to make claims of their own.

While the Swords of Sanghelios have moved to support local keeps in protecting some of the most precious and high-value mining sites, the struggle to maintain a secure hold on Suban's resources has proven a pitched battle. Complicating matters further is the presence of several important armories that once served as a vital fountainhead in the supply chain for the Covenant war machine. As civil unrest progressively escalated and the political and military power structure of the galaxy continued to shift, loyalties have been tested and allegiances shattered, creating an uncertain future for Suban's residents and associations.

SUBAN_01010110

QIKOST_01010110

CULTURAL TOUCHSTONE

One of Suban's most peculiar attributes is the role it has played in the clandestine preservation of pre-Covenant Sangheili faith and doctrine. Perhaps the most prominent example of this is the Spire of Miatistina, which is fabled to serve as a spiritual convergence point between the wills of the ancient gods and celestial namesakes Urs, Fied, and Joori. As an early element established within the original treaty with the San'Shyuum, orthodox lacuna monks and select ascetic priests were allowed to observe ancient practices at the spire, but in actuality these agreements were rarely honored as the centuries passed. Only since the fall of the Covenant has the Spire of Miatistina seen a resurgence in activity as once-reduced orders reemerge and long-dormant traditions are revived.

QIKOST served as the primary spaceport for the Urs system during the Covenant era and continues to be a major hub of commerce, hosting several war factories controlled by a handful of keeps. During the upheaval of Sanghelios's cultural and political landscape following the Great Schism and throughout the Blooding Years, a consortium of these keeps began to lay the groundwork for an effort to establish a discrete colonial independence for the moon-world. As such a maneuver would certainly create an unprecedented new chapter in Sanghelios's history, it has generated a predictably polarizing response from both homeworld groups as well as residents and proprietors on Qikost itself. When the Created incursion of the local system manifested in 2558, the widespread loss of communication and logistics infrastructure almost immediately inhibited any further coordination on Qikost independence efforts, though the desire still remains strong among key parties.

HUNTING GROUNDS

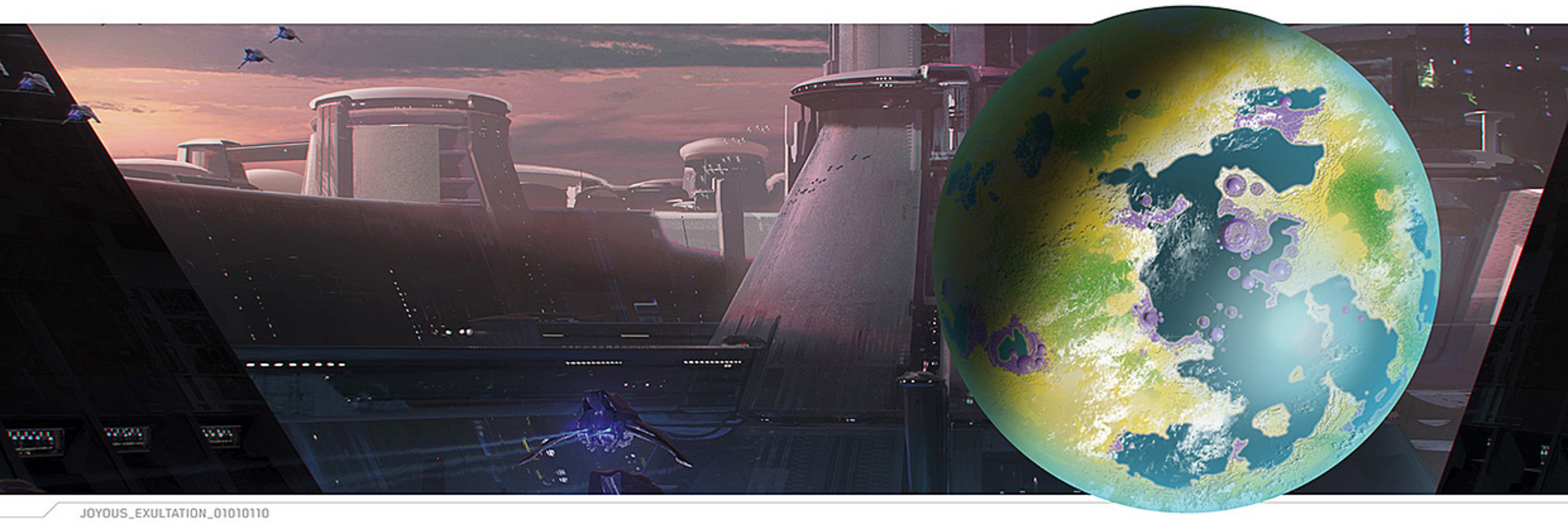
A prominent element of Sangheili culture on Qikost is the presence of several massive wildlife game reserves, which have been established and maintained in order to both underpin broader conservation efforts, but also encourage the preservation and proliferation of key Sangheili cultural practices, many that harken back to their peoples' earliest days. Both individuals and organized warrior hunting packs utilize the reserves for a variety of rites and customs, ceremonial as well as practical. Most of the species contained are native to the moon itself, such as the hulking steer-like *u'saulbb* or the vibrantly colored *dondrabe*– venomous two-meter long amphibians that dominate the Laksaesh Reserve. Perhaps most sought after however, are the massive expanses scattered across the mountain ranges of Shemlyyn, where the deadly and magnificent helioskrill can be found. Originally native to Sanghelios itself, the helioskrill found its numbers dwindling due to commercialized hunts favored by wealthy and indulgent San'Shyuum.

HELIOSKRILL_01010110

COVENANT WORLDS //

TITHE WORLDS

AT THE HEIGHT OF THEIR POWER, THE COVENANT SPANNED COUNTLESS WORLDS. MANY OF THESE WERE SANGHEILI COLONIES, REFORGED INTO FORTRESSES AND STRONGHOLDS CAPABLE OF AMASSING VAST FLEETS AND DEPLOYING LEGIONS OF SOLDIERS. PLAYING HOST TO WAR FACTORIES AND IMMENSE ORBITAL SHIPYARDS, THESE KEY WORLDS EFFECTIVELY SERVED AS PROXIES TO HIGH CHARITY.



JOYOUS_EXULTATION_01010110

JOYOUS EXULTATION

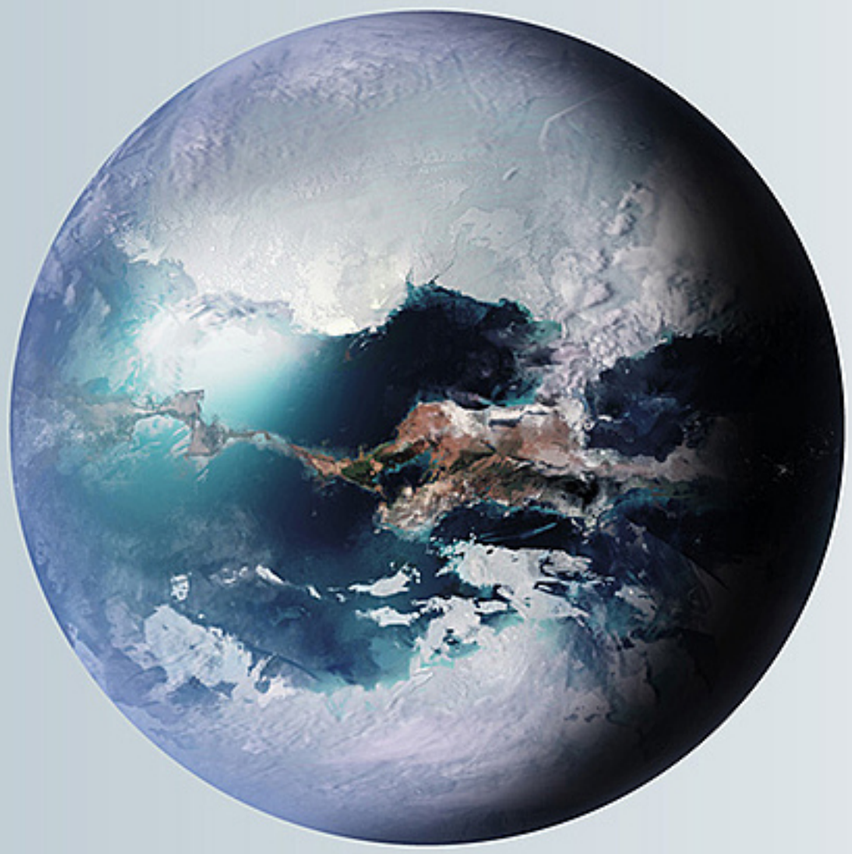
NATIVE NAME: Saepon'kal
STAR SYSTEM: Salia
ROLE: Fortress World
SATELLITE: Malhiem

The wonder of Joyous Exultation was without dispute among the Covenant faithful–a flourishing Sangheili colony and hub of war science even before the construction of High Charity was complete. Early on, Sangheili colonists fought to keep major development off-world, in orbital structures that ringed the planet–preventing the exploitation of its expansive natural habitats. Several major arcologies constructed along the coasts of the Zota'hal Sea offered a robust, thriving center of commerce and recreation, as well as the local site of Covenant governance. Joyous Exultation became a rally point for Sangheili during the Great Schism, but these efforts would be short-lived. When the supercarrier *Sublime Transcendence* arrived carrying one of the human military's NOVA bombs, the weapon's unwitting activation scorched a quarter of the world's surface and decimated its small moon, Malhiem. What little survived the initial detonation was frozen or suffocated in the catastrophic aftermath.

SPHERE OF PRAISE

NATIVE NAME: Glyke
STAR SYSTEM: Keskus
ROLE: Civilian World
SATELLITE: Sofu'Eron

The planet Glyke–blessed with the name "Sphere of Praise" by the Prophets–was a key Sangheili colony prior to the formation of the Covenant. Similar to Sanghelios in many respects, Glyke held vast oceans and waterways, towering mountains, and windswept cliff terraces. The world was thoroughly developed by its earliest settlers, and in the modern day was covered in dense city-networks that spanned hundreds of kilometers over its surface. Next to High Charity and Enduring Service, Glyke was the site of the Covenant's most critical ship-building complexes, and a key target for humanity at the close of the war. Only days after an informal truce with the Sangheili, the Spartans of Gray Team, out of contact with ONI, delivered a NOVA bomb to the surface of Glyke, tearing the world apart and killing all of its inhabitants.



SACRED WREATH

A harsh, cold planet compared to many other Sangheili colonies, Rahnelo was merely a frontier world before it was incorporated into the Covenant. Crushed between its expansive twin polar caps, the planet's thin equatorial band of temperate climates earned it the name "Sacred Wreath" from survey-scholars, its sphere encircled by shimmering light across its surface. Although it had scattered vestiges of the Forerunners' presence hidden among its mountains, the world was largely empty, deemed unviable for the practical uses of the Covenant. For those who lived there, however, it was unparalleled in worth, sprawling with farms, citadels, and hunting reserves, the legacy of many generations. As with all Sangheili worlds, Rahnelo was expected to give its proper war-tithe: her sons would serve as soldiers in the Covenant. Though such transactions were costly, this was deemed a fitting price for transcendence.

NATIVE NAME: Rahnelo
STAR SYSTEM: Bosthra
ROLE: Frontier World
SATELLITES: Koos, Naams

DECIDED HEART

Established in the early years of the Covenant as a dedicated war population, Decided Heart has produced some of the Sangheili's most prodigious warriors. Its rocky, harsh environments and erratic, storm-battered atolls fostered a strong, domineering survival ethos for generations among those who call it home. While its terrain is dotted by urban habitats and citadels, much of its population dwells below its surface, in labyrinthine cities and expansive halls. Since the Covenant's collapse, Decided Heart, much like Sanghelios before it, has seen its fair share of civil conflict, as keep fought against keep for power. With the occupying presence of Cortana enforcing a brief cease-fire, the leading kaidons sought to parley under a banner of peace, hoping to return the world to its former, pre-Covenant glory.

NATIVE NAME: Malurok
STAR SYSTEM: Greaw-Jomel
ROLE: War Colony
SATELLITES: Tehmed, To'val

COVENANT WORLDS //

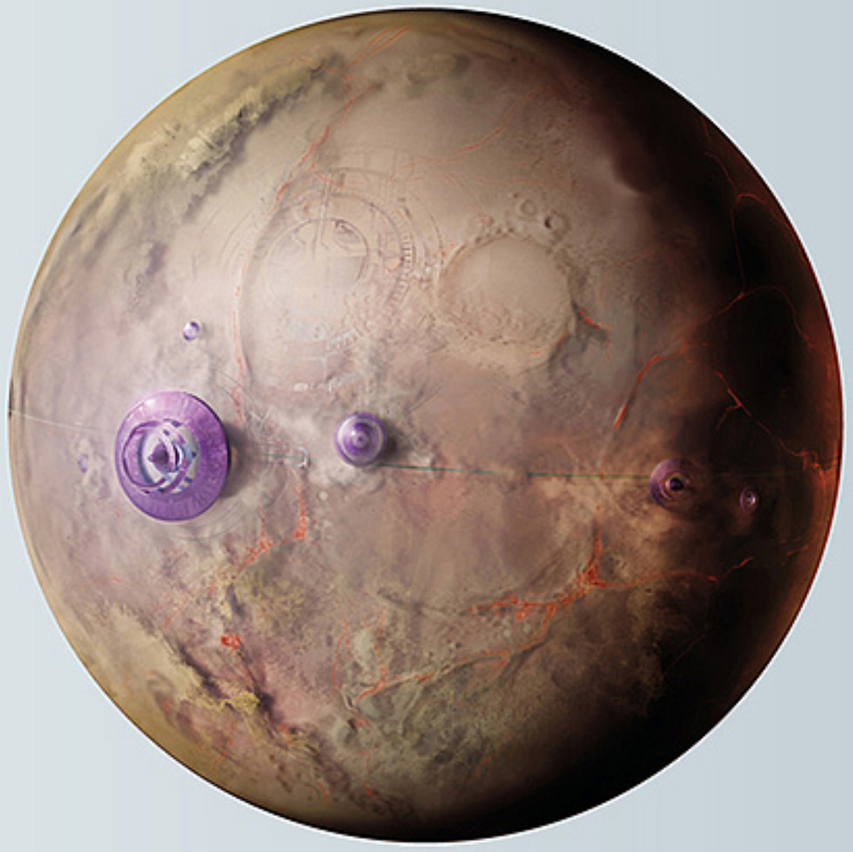
TITHE WORLDS

THE SANGHEILI WERE A SPACE-FARING PEOPLE LONG BEFORE THE SAN'SHYUUM DESCENDED INTO THEIR SKIES, HAVING ESTABLISHED DOZENS OF COLONIES SPANNING OUT FROM SANGHELIOS. THESE ALL RANGED IN SIGNIFICANCE, SOME THRIVING POPULATION HUBS, TEEMING WITH MASSES, AND OTHERS FRONTIER WORLDS, HOSTING ONLY A HANDFUL OF PIONEER KEEPS, COMPRISED MOSTLY OF FARMERS, HUNTERS, AND EXPLORERS.

LIGHT TO THE PATH

NATIVE NAME: Zhoist
STAR SYSTEM: Buta
ROLE: Relic World
SATELLITE: Rudara

Discovered during early Covenant expeditions, Zhoist was a volcanic world that had once been inhabited by the Forerunners. Although many of its sacred storehouses and structures had been lost to gaping rifts and surging tides of lava just below the planet's surface, the Covenant managed to plumb the depths of what had survived. The Ten Cities of Edification were a network of extraordinary Forerunner complexes slung across Zhoist's face, largely untouched by the world's geological instability. It was at these sites that the Covenant erected a series of gravity lifts, launching the cities' many treasures and learnings up to the Ring of Mighty Abundance, a massive band of research halls and shipyards orbiting the planet. When the war against the humans first began, Zhoist was leveraged by the Fleet of Inexorable Obedience as a critical supply and staging area, a fact exploited by a human strike force who decimated it.

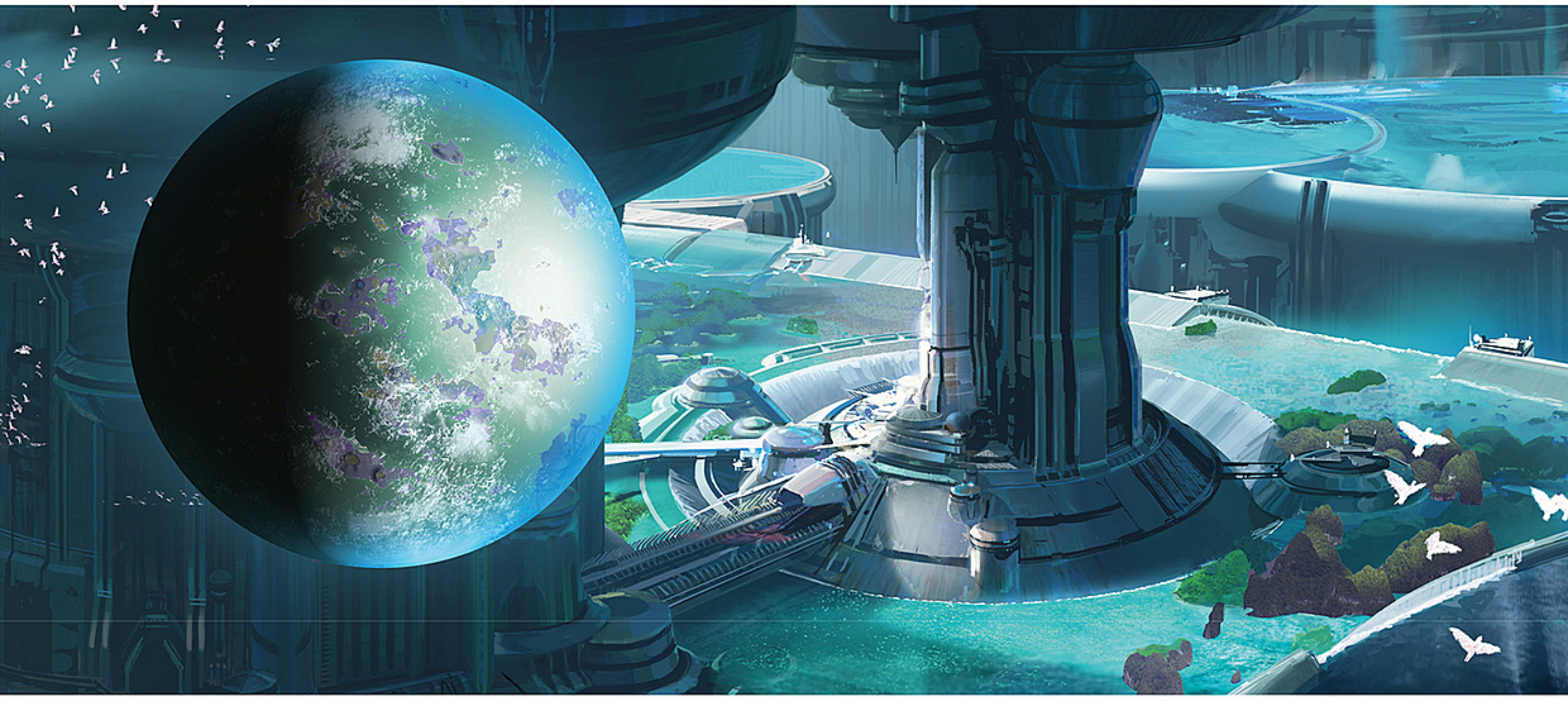


ENDURING_SERVICE_01010110

ENDURING SERVICE

NATIVE NAME: Kostroda
STAR SYSTEM: Mis'Fah
ROLE: Assembly Forge
ANCHOR: Mis'Fah Thom

The Covenant war machine was a relentless monster of development and production, filling enormous storehouses with weapons and matériel to facilitate their conquests. Kostroda was one of many worlds designed for this end: a pale, swamp-moon orbiting the gas giant Mis'Fah Thom. Its lack of municipal and civilian value inevitably meant that it would be pressed into service for the Covenant military. Expansive production facilities and enormous assembly forges were scattered across its murky surface, with myriad armories and vehicle depots hidden far below. In orbit, hundreds of shipyards fabricated vessels of war, patterns of all kinds, mass-produced before being sent to rally points to be crewed and launched into battle. When the Covenant suddenly came to an end, the moon became a den of violence and treachery, as rival sects fought over whatever the empire had left behind.

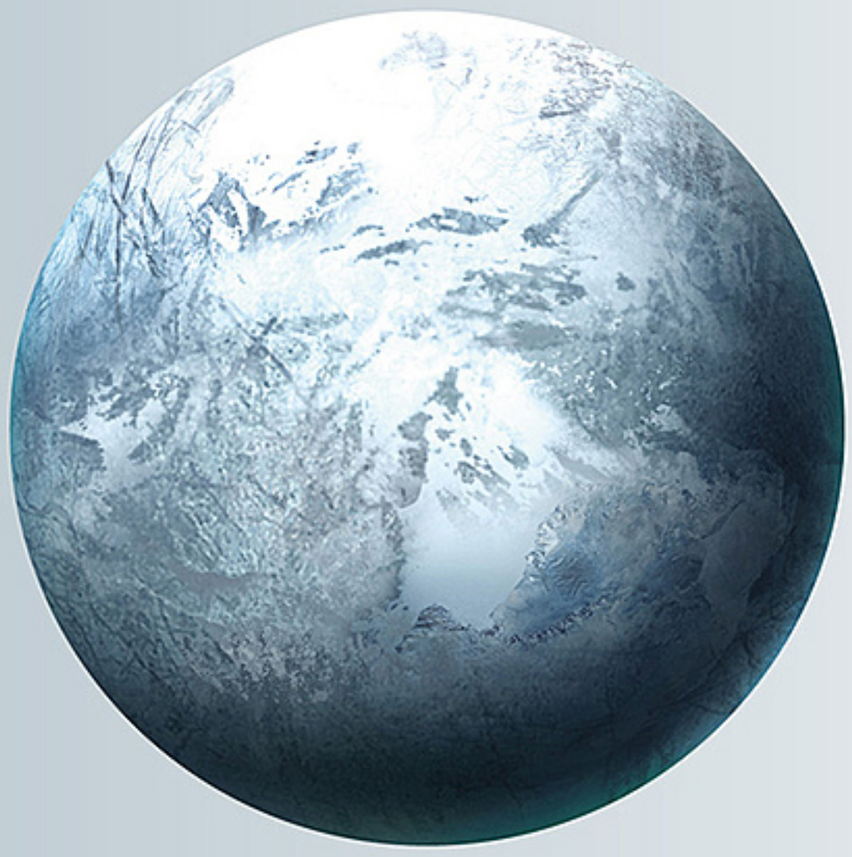


FAITHFUL_PERSEVERANCE_01010110

FAITHFUL PERSEVERANCE

The ocean-moon of Feldokra, named Faithful Perseverance by the first San'Shyuum to survey its terrain, was colonized by the great sea clans of Sangheili's ancient past, led by stalwart kaidons who built their homes atop the waters. Those who populate Feldokra are strong, rugged Sangheili, preferring the adventure and beauty of the open sea over the mundanity of terrestrial life. Drafting the steadfast ethos of its settlers, the Covenant developed enormous structures across the world's surface, extraordinary military citadels that would serve the highest echelon military personnel, second in glory only to the towers of High Charity itself. During construction, the Prophets' investigations revealed what the Sangheili had not: in the dark ocean trenches far below the world's surface, countless Forerunner fuel stores and power complexes pulsed with the energy of the gods.

NATIVE NAME: Feldokra
STAR SYSTEM: Zethro'Kal
ROLE: Fortress World
ANCHOR: Dokra-Movi



SILENT HOMAGE

Once a remote Sangheili colony dappled by an array of inscrutable Forerunner structures, Hesduros served a small population of settlers in its expansive forests and tundra regions for generations before the Covenant. Referred to as the "Silent Homage" by the San'Shyuum science cohorts who were first sent to extract the planet's secrets, Hesduros's relics proved entirely undecipherable, allowing the world to remain relatively untouched and undeveloped by the Covenant. When Jul 'Mdama suddenly emerged from a previously inactive portal site near a rural village, all of that changed. Having arrived from the shield world Onyx, 'Mdama now sought the Didact, a Forerunner commander who despised humanity and possessed the power to bring their species to an end. Thus the resurgent Covenant was born, and Hesduros became the beating heart of all 'Mdama's military exploits to follow.

NATIVE NAME: Hesduros
STAR SYSTEM: Aspero
ROLE: War Colony
SATELITES: Hral, Nakton

COVENANT ORGANIZATIONS //

COVENANT GOVERNMENT

ESTABLISHED BY THE WRIT OF UNION AND CULTIVATED THROUGH LONG CENTURIES OF TESTING AND DELIBERATION, THE SOUL OF THE COVENANT WAS POWERFUL AND EXPANSIVE GOVERNMENT, GUIDED BY THOSE ENTHRONED ON HIGH CHARITY.

The Covenant empire was a hegemony of diverse species joined together by a singular religious vision and organized into a hierarchical caste system. Sovereignly ruled by the San'Shyuum and their enforcers, the Sangheili, the Covenant was devoted in totality to the pursuit of the Great Journey, the activation of Halo and the merciless punishment of any who interfere. Therefore, the ultimate purpose of the Covenant government was to achieve this goal at any cost, bringing all who walk the Path into the divine splendor of the Forerunners who have gone before them.

HIGH PROPHETS

The three San'Shyuum who govern from the height of all authority were called hierarchs, known clerically as High Prophets, and exercising decisive, near-absolute control on behalf of the gods. The appointment of this theocratic triumvirate typically signaled the beginning of a new age in Covenant history, and was generally only possible in the event that a former hierarch died or if a rare prophecy was offered by the Dreadnought's Oracle, the latter often perverted by political ambitions and subornment of the ship's Philologist. When the High Council approved of a new triumvirate, a sacred ceremony known as the Ascension would occur where the hierarchs were formally installed, often leading to the selection of new self-appointed names befitting their station. The final three High Prophets of the Covenant were those who oversaw the empire's three-decade long war with humanity: Truth, Mercy, and Regret.

HIGH COUNCIL

The day-to-day operation of the Covenant was the responsibility of the High Council–several hundred San'Shyuum and Sangheili representatives ruling from the halls of their sacred chamber deep within High Charity, both founding species given a stake in the empire's governance. Although the three High Prophets held broad control over policymaking, the High Council effectively governed the Covenant by invoking legislation through a complex array of lesser councils, ministries, assemblies, and conclaves. Their chamber was guarded by the unsurpassed Honor Guards, the greatest among the Sangheili.

LESSER COUNCILS reported directly to the High Council and served as the main bureaucracy. There were five councils at the time of the Covenant's dissolution: The Council of Deed and Doctrine (religious matters), the Council of Strictures and Substance (exploration and science), the Council of Concordance (contracts and civil legislation), the Council of Firmament (justice and law), and the Council of Masters (tithes and support of High Charity).

MINISTRIES carried out edicts handed down by the councils, but in practice they were effectively independent. Ministries were assigned control over specific secular and religious activities, yet a broad amount of overlap in authorities and sphere of influence generated competition

HIGH_COUNCIL_01010110

and infighting, which ironically helped the hierarchs maintain control. There were hundreds of ministries by the end of the Covenant, some of which existed only to keep ambitious members of the High Council busy.

ASSEMBLIES were temporary working groups formed from multiple ministries to mediate issues or solve a specific problem identified by the High Council. Issues included trade disputes, problems with tithe collection, the movement of pilgrims, and the founding of new colonies.

CONCLAVES were members of the High Council brought together to lead grand works and serve as subject matter experts for broader discussions of Covenant administration. As the hierarchs accumulated power over the centuries, the authority of conclaves was reduced to mere advisory roles.

HONOR GUARD

For over a millennium, the most noble and skilled Sangheili warriors competed fiercely for the privilege of being selected to serve in the Honor Guard. These handpicked few swore fealty to the High Council and took binding vows to protect them unto death. They were without equal in the Covenant, warriors of unfaltering faith and extraordinary talent, evoking fear in all who served in their presence. As part of his plan to eventually overthrow the Sangheili, the Prophet of Truth slowly whittled down their numbers until, with the death of the Prophet of Regret, he fully changed out the Honor Guard for his own personal selection of savage, but fanatically loyal, Jiralhanae. An unheard of move that stained the entire High Council with dishonor, this act alone nearly tore the Covenant apart, and definitively set the stage for the Great Schism that soon followed.

SANGHEILI_COUNCILOR_01010110

HONOR_GUARD_01010110

COVENANT ORGANIZATIONS //

COVENANT MILITARY

AT THE APEX OF ITS STRENGTH, THE COVENANT'S POWER WAS SHOWCASED IN ITS UNEQUALED MILITARY MIGHT, WITH A SEEMINGLY ENDLESS PARADE OF INFANTRY CULLED FROM CLIENT SPECIES AND VAST WAR FLEETS CAPABLE OF ERASING ENTIRE CIVILIZATIONS.

COVENANT_TROOPS_01010110

Despite the sheer immensity of its size and its seeming uniformity, the Covenant actually lacked a standing military. Instead, it possessed an extensive variety of martial organizations under the control or influence of one or more of the ministries. These semi-autonomous military bodies–each containing many thousands of warriors and dozens of warships–were often unfriendly rivals at best, but they followed the executory decisions of the High Prophets and the High Council with unquestioning obedience. Though the Covenant military seemed a force of overwhelming unanimity to their adversaries, within it were viciously fought competitions for honor. While their fleets had the capacity to bring ruin to entire star systems, this only disguised the internecine conflict under the surface. An underlying mutual disdain and distrust eventually became a significant strategic advantage for humanity during the war.

ASSAULT_ON_REACH_01010110

HIGH FLEETS

High Fleets were assembled by direct order of the High Council and had wide-ranging responsibilities for locating Forerunner sites and pursuing

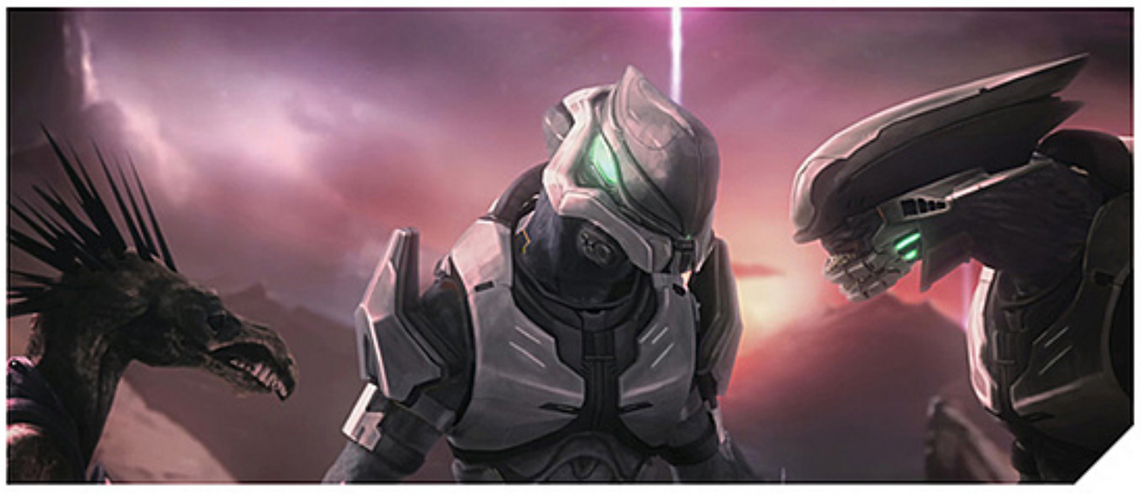
clues related to the location of the Halo rings far beyond the reaches of Covenant space. In practice, they were positions of great honor, but in practice contained many powerful, charismatic Sangheili who had been exiled from positions of influence. The leaders of these fleets held numerous ceremonial titles and names, but their legacies were reduced to hunting for treasure at the periphery of the empire.

MINISTRY FLEETS

The vast majority of the Covenant's military organization was distributed into ministry fleets. Each of these fleets were led by a supreme commander, a fleetmaster who equipped and serviced his own ships through both political machinations and military expediency. This was inefficient, but practical, given the huge variation in imperial needs throughout Covenant space. The word of the supreme commander was absolute within his forces, and only the sponsoring ministry, the High Council, or the High Prophets themselves could countermand his orders. This power was sometimes tempered by the presence of a Minor Prophet, religious officials who ostensibly served as advisers on matters of faith, but came to hold great power during the war with humanity through direct communication with the hierarchs. The supreme commander who often the lead fleetmaster among several within an armada, each charged with a fleet, a group of warships and support vessels at their discretion. Fleetmasters in turn assigned command of individual vessels to shipmasters of proven ability. Beyond this structure, there were no specific orders of battle or assignments, only the will and prejudices of those in authority.

GROUND FORCES

The military organization of Covenant ground forces was a highly flexible, task-oriented system that was well adapted to making war with heterogenous species compositions backed by slipspace-capable warships. There was no practical distinction between space and ground forces, and all were unified under control of those overseeing operations. Ground troops were efficiently organized, but command was highly



PILLAGING_MERIDIAN_01010110

decentralized. Local commanders could exercise any missions they saw fit, with whatever forces they could gather, as long as they ultimately met broad objectives laid out by their superiors. The Covenant attached discrete terminology to their ground operation units, in order to express function and specificity.

- **DEMI-LANCE:** A small group of warriors operating independently. Usually reserved for specialists or detachments under command of a Sangheili minor being tested for officer rank.
- **LANCE:** A small group of minor warriors under command of an officer.
- **POINT:** A small detachment of specialists not under the command of an officer. Most are tasked with electronic warfare, reconnaissance, and communication proxies.
- **TALON:** One to five Covenant strikecraft or dropships.
- **FILE:** In Covenant usage, a file refers to any large detachment of troops operating under the oversight of a leader (typically of high rank).
- **LEGION:** Combined-arms forces, usually encompassing all warriors and vehicles deployed to a specific region. As a practical matter, ships of cruiser size and above deployed their forces as two or more legions.
- **WARHOST:** A temporary grouping of warriors, specialists, and officers tasked with a specific goal. This is typically a mix of infantry, armor, and aircraft.
- **CHAPTERS:** Groups of zealots who have joined a fleet. These vary greatly in size, from a half-dozen battle-scarred veterans to hundreds of newly inducted initiates. Zealots report to the fleetmaster and no other.

GROUND_SIEGE_01010110

COVENANT ORGANIZATIONS //

COVENANT ROLES

TO MANY WHO ENCOUNTERED IT, THE COVENANT'S MILITARY WAS A SINGLE INDOMITABLE ENTITY. IN REALITY, HOWEVER, THIS VAST FORCE WAS REALLY A COMPOSITE OF UNIQUE ROLES AND FUNCTIONS DETERMINED LARGELY BY CASTE.

UNIFIED RANKS

The rank-to-role comprehension of each individual Covenant solider was enigmatic to outsiders, but easier to visually quantify on the battlefield because of the segregation of forces almost exclusively by species. While there were common variations to this theme, such as cross-species units defined by their immediate operation, even then, clear stratification was always visibly present. The authority and veterancy of a unit could often be discerned through the color of their armor, but this varied between species and lacked comprehensive uniformity, changing between ministry commission and even individual fleets. The Covenant's unified ranks, which spanned the entire empire, were held by all species at its lowest levels, while its upper levels consisted only of Sangheili.

- **MINOR:** Experienced soldier. Sangheili minors held limited command over the lesser castes.
- **MAJOR:** First step in the Obedientiary ranks, the Covenant's officer rate, increasing one's area of influence.
- **GENERAL:** Frontline commanders. Client species could only command within their own kind.
- **ULTRA:** The Evocati were veteran warriors who focused on skill-at-arms rather than leadership.
- **FIELD MASTER:** A general placed in command of a warhost or other temporary grouping.
- **FIELD MARSHAL:** Direct agents of the fleet supreme commander. Oversight of multiple legions.

SANGHEILI_01010110

JIRALHANAE_01010110

SANGHEILI ROLES

As the preeminent warriors of the Covenant, the Sangheili were responsible for a wide variety of combat roles on the battlefield, from heavy infantry to pilot. Advancement in rank and responsibilities was a function of individual merit and the accrual of honor, generally measured in the number of kills secured. The Sangheili had almost exclusive access to all Covenant naval command positions, while ranks such as commander and sub-commander allowed them to maintain unit cohesion across species. The Sangheili led all specialized units designed to effect a ministry's goals. Ranger, stealth, tankmaster, and infiltrator roles were some of these, though most unconventional activity would be applied through Special Operations (SpecOps) units. The Sangheili's military influence was pervasive and their authority dominated all aspects.

JIRALHANAE ROLES

During much of their tenure in the Covenant, the Jiralhanae operated as independent shock troopers due to their tendency toward excessive violence and disregard of orders that did not originate from their chieftains. Although they eventually gained some notoriety in other roles within the Covenant's unified rank structure, the most dominant shift happened when the Prophet of Truth silently granted them full military authority, invoking them against their Sangheili masters. Specialist roles such as stalker, brawler, and jumper were introduced in large numbers. While ruling chieftains and their bodyguards existed prior to this event, it was here that they saw their greatest influence. Calling the warsmiths of Doisac to refit their time-honored weapons with new technology, the Jiralhanae managed to wrest control of the Covenant military.

MGALEKGOLO_01010110

MGALEKGOLO ROLES

Mgalekgolo were almost always deployed in pairs as armored spearheads, using their exceptional size and power to overwhelm enemy defenses and obliterate all who stood in their way. Commonly referred to as "bond brothers," these pairs lacked any formal rank within the Covenant, but represented the clenched fist of any field commander wise enough to utilize them. Their most common deployment was to fortify critical sites and defensive positions, although some Lekgolo lineages were plied to the exotic service of Scarabs and other mobile excavators, used to stunning effect in groundside combat and occupation. The Mgalekgolo's unique qualities often put them at odds with other client species, most choosing to simply steer clear of these lumbering giants.

KIG-YAR_01010110

KIG-YAR ROLES

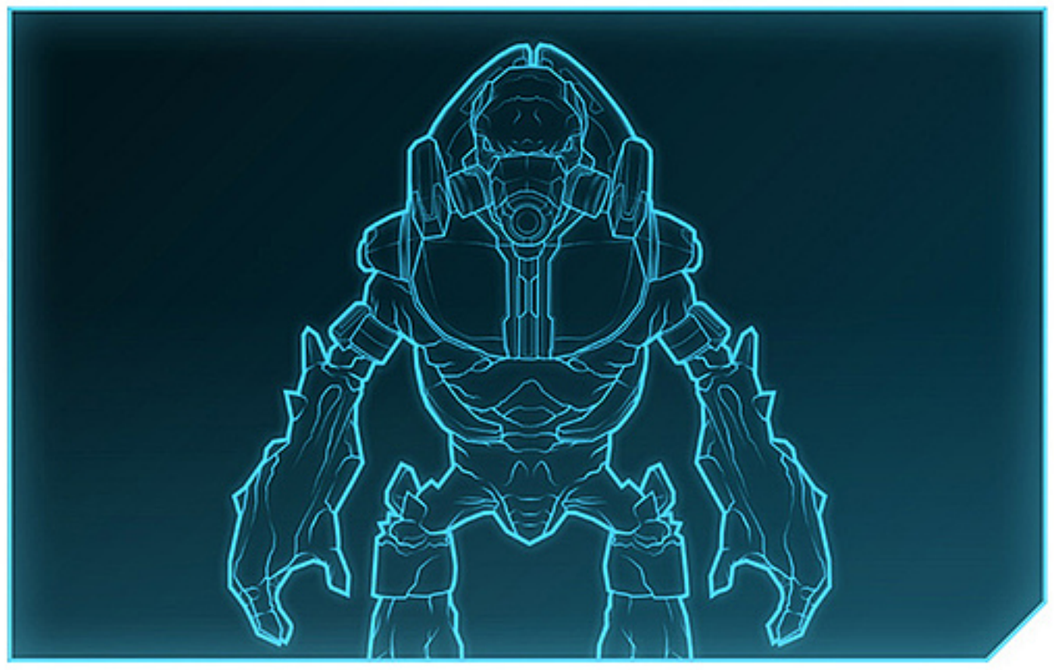
The Kig-Yar interacted with the Covenant only to the extent that it was profitable, but apart from the Sangheili, they represented the most proficient and reliable military element within the alliance's history. Filling out all lower unified infantry ranks, Kig-Yar were most often seen as snipers, scouts, and rangers. Interestingly, the Covenant chose to outfit many of the existing Kig-Yar shipmistresses and shipmasters, giving them charge of their own vessels, though under strict Sangheili oversight. T'vaoans, in particular, were utilized in distinctive shock troop roles, such as commando, murmillo, and champion. These exceptions revealed a confidence in the species' performance, despite a lack of religious fervor.

YANME'E_01010110

YANME'E ROLES

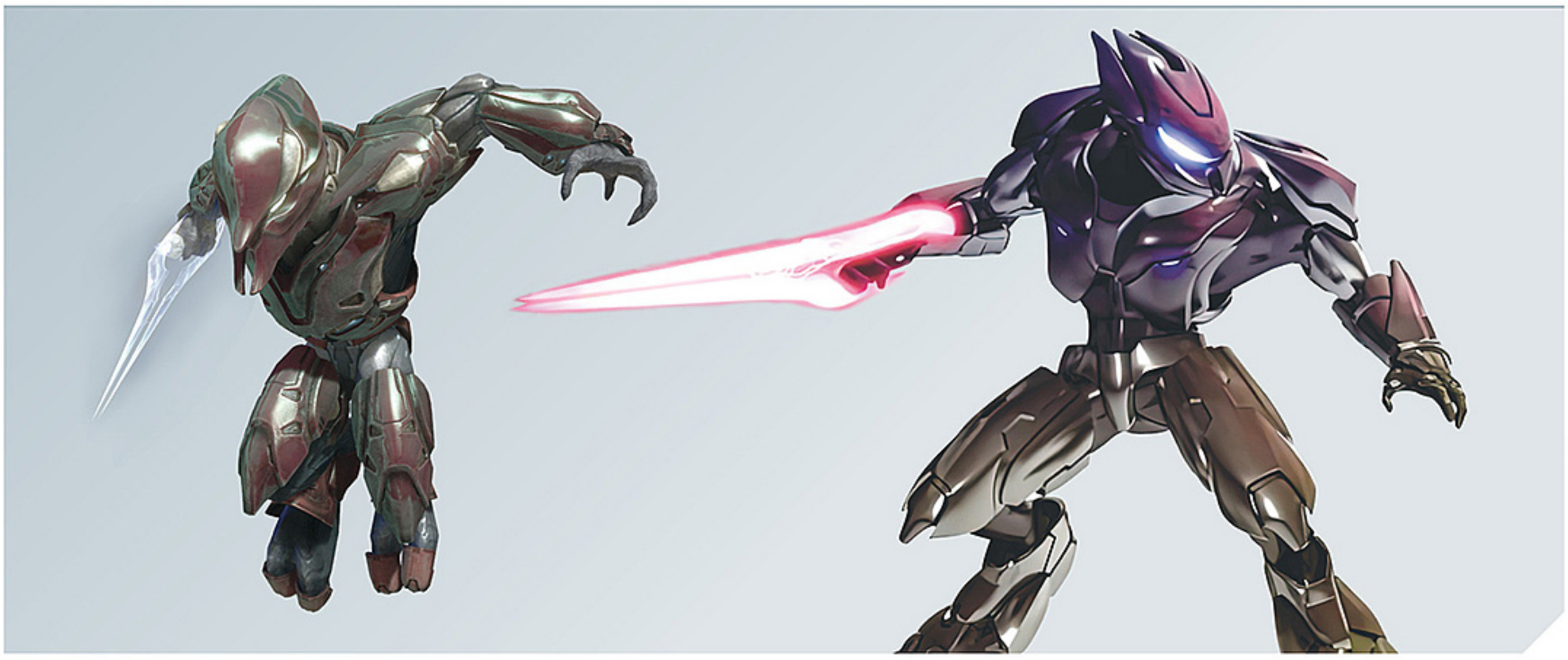
For some time, the Yanme'e functioned within the Covenant military in only menial, service roles, as the Sangheili were wary that, if armed and encountered in large numbers, their species might pose an extraordinary threat to the Covenant itself. Eventually, however, the Yanme'e were incorporated into the military, even taking positions of command among their own forces. The Sangheili aggressively limited Yanme'e detachment numbers to lower the risk of mutiny, deploying them in small groups as fast-attack infantry and scouts, as well as for tactical deception and ambushes, since they were capable of limited flight in many contexts.

UNGGOY_01010110



UNGGOY ROLES

The Unggoy carried out many of the logistical and labor tasks of the Covenant war machine, in addition to serving as cannon fodder on the frontlines. Some, however, were given more important roles through those they served under; others were granted positions of command simply because their leaders wanted to avoid the frustrations of interacting with Unggoy infantry. Specialized roles included Special Operations and ranger units, as well as heavy weapons, such as turret operator or mech jockey, both of which the Unggoy were exceptionally fit for. In a few cases, Unggoy who were particularly pious and resourceful, served as seer proxies, like deacons.



SPECIALIZED_DETACHMENTS_01010110

human Spartans by whatever means necessary. Employing a wide range of specialists–occasionally including members of the Silent Shadow itself–the Bloodstars were focused primarily on hunting these demons, often in the defense of key strategic locations or assets.

PRELATES

Hidden in the shadows of the San'Shyuum's machinations, well out of sight for most of the Covenant's members, the Prelates were genetically enhanced San'Shyuum super-soldiers who directly served the hierarchs as assassins and escort details. Every Prelate candidate was reshaped–mind and body–by the Ministry of Preparation, using ancient Forerunner gene-forges hidden within the secreted depths of High Charity. Any detailed records regarding the origins of the Prelates were lost when the city fell prey to the parasite, but the Prelates have existed for centuries as an advanced order of stewards. Their form has changed over that time, the most recent one a late development inspired by the Prophet of Truth's unsanctioned work in the Sacred Promissory, illicitly based in some part on humanity's own Spartans.

SILENCING THE HERETIC

One of the most pivotal operations ever conducted by the Special Warfare Group came just preceding the Great Schism. In the aftermath of Alpha Halo's destruction, a SpecOps team was tasked with accompanying the newly christened Arbiter in silencing a heretic–a Sangheili named Sesa 'Refumee, whom the hierarchs swore posed a grave threat to the Covenant. In the gas mines above Threshold, 'Refumee and his faction had encountered a Forerunner Oracle claiming that the Covenant was based on a lie. After a successful infiltration by the SpecOps unit, the Arbiter swiftly killed 'Refumee and those who had conspired with him. However, doubts fostered by the heretic's claims regarding Halo would lead to a revelation for the Sangheili, as the Prophet of Truth moved to displace them from their position of power within the empire. This led to the Great Schism, a civil war that would destroy the Covenant from within.

SHADOW OF REVENGE

Serving under the Prophet of Truth, Tem'Behtek was a Prelate, one of the rare San'Shyuum warriors who were developed by the Ministry of Preparation. During the Great Schism, Tem led Covenant forces against the Sangheili, but in an effort to rescue the Minister of Preparation, he lost his family as the Flood overran the city. Blaming the Sangheili for their tragic fate, Tem embarked on a path of revenge, which would ultimately lead him to the discovery of a miniature, prototype Halo ring. While attempting to use the weapon to exact vengeance on the Sangheili, Tem would instead be confronted by the truth–that he had been lied to and used by the Minister of Preparation himself–a betrayal that had been the true cause of Tem's losses. In light of this revelation, Tem sacrificed his own life to bring an end to the nefarious threat of both the minister and his prototype ring.

PRELATE_01010110

COVENANT ORGANIZATIONS //

SPECIAL WARFARE

WITHIN THE COVENANT MILITARY WERE AN ARRAY OF SPECIAL WARFARE ELEMENTS, EACH DEDICATED TO FURTHERING THE GOALS OF THE EMPIRE THROUGH HIGHLY UNCONVENTIONAL—AND HIGHLY EFFECTIVE—MEANS.

SPEC_OPS_01010110

The Covenant's Special Warfare Group was home to a number of distinct divisions, such as Special Operations, Fleet Security, Mediated Tactics, as well as a variety of specialized individual roles, such as rangers, commandos, raiders, and stalkers. Over the centuries, this entity grew in overall purview and influence, particularly during the three-decade-long war with humanity–a conflict that forced the Covenant to evolve strategies in ways that had never been necessary before. Humanity's tenacious resolve and unflinching countermeasures required a diverse array of unique approaches that had only previously existed in theory. This was in addition to the vexing fact that many of their worlds seemed to hold countless Forerunner relics, treasures they were more than willing to desecrate in order to deny the Covenant access.

SPECIAL OPERATIONS

The Special Warfare Group's primary division is Special Operations (SpecOps), dedicated to unconventional warfare initiatives, with a central goal being to hinder the enemy's response as quickly and discreetly as possible. Warriors within Special Operations typically work alongside conventional warfare groups to infiltrate enemy fortifications and provide advance reconnaissance. It is not uncommon, however, for these units to work in complete isolation for significant periods of time in order to execute classified mission objectives. SpecOps' strike teams are routinely utilized to hunt down high-value targets, penetrate enemy lines, and provide advance scouting intel for larger military operations.

SILENT SHADOW

The Silent Shadow are a unique division exclusive to Sangheili, renowned for their ruthless and unyielding approach to perfecting their craft: the elimination of high-value targets. Within the order itself are several different individual squads, always made up primarily of Sangheili swordsmen and adept assassins. Boasting unique deep-crimson battle harnesses and blood-red energy swords, the Silent Shadow struck fear within the hearts of not only their enemies, but all who served alongside them. Little is known of their order's true origins, but their future is even more enigmatic. After the Great Schism, many members of the Silent Shadow found themselves in the unfamiliar position of questioning exactly where their loyalties should lie, and it is uncertain what answers–if any–they ever found.

BLOODSTARS

Under Special Operations, the Covenant would occasionally deploy a *kai'd*–smaller groups or units that were organized by a variety of different attributes. While examples like the Silent Shadow were razor-focused in their purpose, others would bring together a more eclectic selection of specializations, united by a singular mission objective. The Bloodstars were one such example, gaining particular notoriety within SpecOps' circles by being primarily led by Jiralhanae. The Bloodstars came into prominence as the Covenant's war with humanity began to escalate, and their primary objective was made quite clear: eliminate the armored

COVENANT ORGANIZATIONS //

THE ARBITERS

FROM THE LONG-VENERATED SAGAS OF SANGHEILI HISTORY, THE ARBITER WAS A POSITION OF UNMATCHED POWER AND AUTHORITY, WIELDED BY THOSE WHO HAD PROVEN THEIR WORTH IN COMBAT AND TO WHOM WAS GRANTED THE WEIGHTY RESPONSIBILTY OF GOVERNING THEIR PEOPLE.

IRSU_01010110

FROM HONOR TO SHAME

The Arbiter is a title and role of immense significance in Sangheili history and culture. In ancient times, Arbiters were judge-king warriors who ruled over their regions and keeps, inspiring loyalty and service both in the great halls of Sanghelios as well as on the battlefield. Within the Covenant, the role of the Arbiter was twisted by the San'Shyuum, who would bestow the title upon Sangheili warriors seeking redemption–a redemption they would earn by embarking on holy suicide missions for the benefit and glory of the empire. Contemporary Arbiters within the Covenant empire were selected by the hierarchs, and specifically called upon during an hour of extreme need or to dispense with a troublesome dissident. Each of these Arbiters would be sent on hopeless missions to not only repay the empire for their own transgressions, but to earn forgiveness for their sins and the reinstatement of their family's honor upon their death. Within the Covenant archives, records detail the exploits of dozens of incredible Sangheili warriors who served the alien alliance with this unparalleled distinction.

TYRANT OF QIVRO

Irsu 'Labat was a tyrannical judge-king who ruled the continent of Qivro centuries before the Sangheili became a space-faring species. The Swords of Sanghelios were a united brotherhood of kaidons sworn to overthrow this Arbiter and free the region of his violently oppressive regime. Ironically, the brotherhood's title would be embraced by the last Arbiter in an effort to reunify Sanghelios under one banner.

PROPHETS' BANE

Vema 'Togad was a renowned Arbiter who led the Sangheili against the San'Shyuum at the Desecration of Ulgethon, the bloody and baleful conflict that sparked the War of Beginnings. 'Togad's intimidating presence and his vengeful ferocity on the battlefield ultimately led to the San'Shyuum's desire to retain the title of Arbiter as a warrior position of high honor in the early ages of the newly formed Covenant.

HUNTER OF HUNTERS

After discovering the Lekgolo, the Prophets sent an Arbiter to the rings of Te, where the mysterious species had devoured and desecrated a Forerunner orbital. For a full year, Jeht 'Lcmutee journeyed across the surfaces of nearby debris and one of the local moons, tasked with discovering the true nature and capabilities of the Lekgolo. He ultimately pacified the species' resistance, leading to their integration into the Covenant.

JEHT_01010110

THE DEFIANT ONE

Approximately 400 years before the events of the Halo conflict, the existing Arbiter–Fal 'Chavamee–challenged the High Prophet of Solemnity, an act of dissent that led to the death of his mate and a vicious, bloody showdown with the hierarch's own enforcer, Haka 'Suukaree. In the end, not only would both warriors die, but the mantle of Arbiter would now be converted into a badge of shame. It was here that the hierarchs established the Line of Immaculate Succession, a dramatic shift not only in the role of Arbiter, but even in the Sangheili's standing within the Covenant. At the time of the Covenant's destruction, there had been eighteen Arbiters in this line.

REBELLION QUELLER

When the Unggoy's feud with the Kig-Yar erupted into full-scale civil war in the streets of High Charity, their sheer numbers and relentless tenacity required a swift response from Covenant leadership. And so, the hierarchs turned once more to an Arbiter. Rather than quell the rebellion on High Charity alone, Heki 'Gibadee led a fleet to the Unggoy homeworld, delivering untold devastation to their populations on Balaho. Unable to endure the brutal genocide of their own people, the Unggoy immediately ceased their rebellion, and were rewarded for their bravery with a proper place in the Covenant military ranks.

THE SAVAGE

Known for his ruthless behavior, lacking mercy even among his own people, Ripa 'Moramee was an outlaw and warlord. Early during their war with the humans, the High Prophet of Regret appointed him as Arbiter, charging him with not only the annhilation of the humans, starting with their world Harvest, but also with securing any Forerunner relics hidden on their planet. In 2531, 'Moramee led Covenant forces from Harvest to Arcadia, and then to the Forerunner installation known as Trove. It was on this shield world that this Arbiter would meet his end, defeated by humans while trying to awaken a dormant Forerunner fleet.

FAL_01010110

KAIDON OF UNITY

Following the destruction of Alpha Halo at the hands of the Demon known as the Master Chief, Supreme Commander Thel 'Vadamee was blamed for the loss of the ringworld, and subsequently branded a heretic by the High Council. In lieu of execution, the hierarchs granted him the title of Arbiter, tasking him with eliminating a band of heretics and then retrieving the Activation Index of Delta Halo. When he was eventually betrayed by the Prophets, the Arbiter learned the truth about Halo, setting into motion a tenuous alliance with the humans as the Covenant was torn apart during the Great Schism. 'Vadam and the Master Chief would hunt down and kill the Prophet of Truth, finally ending the Covenant. In the years that followed, the Arbiter would forge a stronger alliance with humanity, attempting to fold the keeps of his homeworld together under the banner of the Swords of Sanghelios. Despite a bloody civil war for years, the destruction of a resurgent Covenant force would signal a new era for the Sangheili.

THEL_01010110

COVENANT ORGANIZATIONS //

SPLINTER FACTIONS

IN THE AFTERMATH OF THE COVENANT, A PANOPLY OF SECTS EMERGED AMONG ITS FORMER SPECIES. SOME FOUGHT FOR NOBLE IDEALS, OTHERS SOUGHT POWER AND CONTROL, AND SOME DESIRED ONLY TO SCAVENGE THE CARCASS OF THE FORMER EMPIRE.

SWORDS_OF_SANGHELIOS_01010110

SERVANTS OF THE ABIDING TRUTH

Although many splinter factions arose shortly after the Covenant's defeat, some were forged many centuries ago, such as the Servants of the Abiding Truth. Known to ancient Sangheili as *Neru Pe 'Odosima*, the Servants reflect many of the Covenant's beliefs, but with roots that predate the formation of the alliance. After the devastating events of the Great Schism, the Servants parted ways with the Covenant and began to fight for their own dominance on Sanghelios, attempting to fill the power vacuum that now existed. Originally based out of the Temple of the Abiding Truth in Ontom, they were forced to move to the glassed human world known as Laqil when defeated by the Swords of Sanghelios in the Siege of Kolaar. It was on Laqil that their esteemed Bishop, Avu Med 'Telcam, was assassinated by a Spartan, leading to the rise of his protégé, the Pale Blade, who now leads the Servants.

THE COVENANT

With the decimation of High Charity and the Covenant's major seats of power, it only remained a matter of time before upstarts and power brokers began to paw at the opportunity to revive the Covenant.

UNDER THE DIDACT'S HAND

The strongest contender for the resurgence of the Covenant came in Jul 'Mdama, an obscure shipmaster from Bekan keep, whose frustration with the fallout of the war eventually led to his captivity at the hands ONI on the shield world Onyx. Upon making his escape, 'Mdama found his way to Hesduros, where the news of his wife's death drove him to find an ancient Forerunner known as the Didact, who was rumored to share his own hatred for humanity. Despite his followers' religious fervor, 'Mdama was fueled only by enmity toward his enemies and a

JUL_01010110

SWORDS OF SANGHELIOS

As an ages-old order committed to the unity of the Sangheili people on their homeworld, the Swords of Sanghelios was resurrected by Arbiter Thel 'Vadam in the wake of the dissolution of the Covenant. Beginning with a seed of renegade Sangheili who fought against the Covenant when the Prophets' betrayal was revealed, the Swords quickly drew the allegiance of many keeps, all unified under the principle of maintaining peace across Sanghelios, even to the extent of making alliances with their former enemy, the humans. Led by the Arbiter, the Swords have only recently surfaced from the protracted series of civil wars that continued until the demise of Jul 'Mdama's Covenant at Sunaion. With the sudden emergence of a formidable Banished presence on Zeta Halo, their greatest challenge appears to lie ahead.

desire for Sanghelios to remain pure, so it was there that he resurrected the Covenant, building to restore the glory of the old alliance. After awakening the Didact on Requiem, he led the Covenant against humanity on several fronts, searching for weapons that would eradicate his enemies. This Covenant's downfall came shortly after 'Mdama's death on Kamchatka, when their final bastion at Sunaion was crushed by the Swords of Sanghelios with help from the UNSC.

UNDER THE TRUE PROPHET

When Jul 'Mdama's lack of religious zeal manifested in the destruction of Requiem, one of his most ardent warriors, Sali 'Nyon, began to plot against him, seeking to shore up the Covenant under his own authority. He started to claim that he was, in fact, the one true prophet–the Hand of the Didact, and that 'Mdama was a fraud. When his following began to shake the Covenant, 'Mdama struck back, decimating the fledgling resistance and capturing 'Nyon. During the battles that followed, Ayit 'Sevi–a Sangheili who worked for ONI–freed Sali 'Nyon, allowing him to take control of the *Breath of Annihilation*, one of the Covenant's flagships. This powerful act and the ensuing destruction of 'Mdama's Covenant at the hands of the Swords, drew many to 'Nyon's side, although his current status is unknown.

UNDER THE PRELATE

The High Prophet of Truth led his Covenant fleet to the Ark aboard *Anodyne Spirit*, the immense Forerunner keyship known as the Dreadnought. Truth had hoped to activate Halo from the Ark's citadel, invoking the Great Journey and obliterating his enemies. When he failed, the Covenant forces who remained aboard the Dreadnought, led by the Prelate Dhas Bhasvod, shored up their position and waited, even through the series of catastrophic events that befell the installation. Provoked by the intrusion of a Banished task force, the Covenant–under Bhasvod–finally emerged, beating back their newfound enemies. With the arrival of the Keepers, the Covenant briefly joined forces united by a shared purpose: activating Halo. This alliance was shattered when the human ship *Spirit of Fire* destroyed the citadel, sending Bhasvod and the Covenant who survived back to the Dreadnought.

KEEPERS OF THE ONE FREEDOM

With a strong diversity of species in their numbers and deep ties to the Covenant religion, the Keepers of the One Freedom may well reflect the purest resurrection of the old alliance, apart from one fact: they allow humans in their ranks. Led by a handful of well-respected *dokabs*, the Keepers' largest established presence remains on the human outlaw colony of Venezia, though they have footholds on other worlds, including Forerunner installations. After being dealt numerous blows by ONI, much of the Keepers' infrastructure was dismantled, but the most significant defeat was the discovery made by the once-faithful *dokab*, Castor. After cutting ties with the Banished, Castor led a small detachment to the Ark, only to learn the bitter truth about Halo, forcing one of the Keepers' greatest leaders to withdraw from their numbers.

CHILDREN OF OTH SONIN

One of the strongest Jiralhanae clans in the wake of the war, the master-pack known as the Children of Oth Sonin provided security and provisions for the outlying citadels of their home star system. When supply lines dried up, their leader, Chieftain Lydus, agreed to a tenuous peace treaty with the humans and the Sangheili, hoping to secure resources which would allow their people to survive. The treaty was compromised, however, when the delegations were assaulted by mercenaries, forcing their leaders to narrowly escape. Although their present state remains a mystery, the Children of Oth Sonin are said to still lurk in the shadows of their home system, even after the cataclysmic destruction of Doisac.

VOICE OF MAARDOTH

Under the leadership of Hekabe, the Voice of Maardoth rose from a relatively weak tribe once relegated to the outlands of Doisac, becoming a powerful and imposing military force. After assassinating the former chieftain, Remarus, Hekabe took leadership of the clan, bringing a mysterious Forerunner artifact called the vertex to the human world of Carrow. He briefly joined a Sangheili malcontent named Thars 'Sarov against his cousin, Rojka 'Kasaan, hoping to overthrow the human population of the city of Suraka in order to access a long-dormant hive of Sharquoi below its surface. He intended to use these creatures to build a virtually unstoppable army, but Hekabe would ultimately fail, when a joint effort by the humans and the Sangheili, led by Spartan Gray Team, took control of the vertex and neutralized the hive. Hekabe perished in the depths of Carrow, his proud efforts never realized.

COVENANT INDIVIDUALS //

COVENANT LEADERS

THE COVENANT SAW THE RISE AND FALL OF MANY LEADERS OVER THE CENTURIES, EACH AMBITIOUSLY TAKING THEIR PLACE TO GOVERN AND INFLUENCE THE EMPIRE'S EVER-EXPANDING PRESENCE THROUGHOUT THE GALAXY.

TRUTH_01010110

PROPHET OF TRUTH

ORD CASTO	
HEIGHT: 7ft 3in (220.9cm)	**WEIGHT:** 201lbs (91.2kg)
BIRTH WORLD: High Charity	**DATE OF BIRTH:** March 15, 2396

Serving as the Minister of Fortitude for decades, Ord Casto seized the role of hierarch through peerless cunning and machinations, rising to power over the entire Covenant as the High Prophet of Truth. When the sudden discovery of humanity had led to the revelation of them being the true heirs of the Forerunner legacy, Casto concealed this dogma-shattering fact and colored humanity as cowering vermin to be eradicated. He politically engineered his way to the apex of the Covenant's government, and led them on a genocidal campaign against the humans for almost thirty years. As the Covenant closed in on the human homeworld, Truth began preparing his endgame, first unseating the Sangheili with a violent coup and then taking the last of the Covenant's forces to the Ark. He would perish, however, before his goals were realized.

REGRET_01010110

PROPHET OF REGRET

LOD MRON	
HEIGHT: 7ft 2in (218.3cm)	**WEIGHT:** 204.1lbs (92.6kg)
BIRTH WORLD: High Charity	**DATE OF BIRTH:** October 28, 2461

The youngest of the three hierarchs during the last Age of Reclamation, the Prophet of Regret was ambitious, brazen, and outspoken, qualities that would assist his political rise, and yet also prove to be his undoing. When he was Vice Minister of Tranquility, Lod Mron embraced a shared ambition with his superior, the Minister of Fortitude. Together, the two ascended to the rank of hierarch by leveraging the discovery of humanity to incite the Covenant war machine against this newfound threat. From the early days of the war, Regret worked closely with the Sangheili to obliterate every human world they found and pry open every Forerunner reliquary they came upon as they walked the Path. When his forces ultimately failed to seize control of the portal to the Ark on Earth, Regret fled to Delta Halo, hoping to curry favor from his fellow hierarchs in light of his misfortune, but he soon found himself yet another victim of the Master Chief. The Gravemind used the festering remains of Regret to convince the Arbiter of the Covenant's fundamental misunderstanding of Halo.

MERCY_01010110

PROPHET OF MERCY

HOD RUMNT	
HEIGHT: 7ft (215.9cm)	**WEIGHT:** 192.4lbs (87.3kg)
BIRTH WORLD: High Charity	**DATE OF BIRTH:** August 22, 2332

The Prophet of Mercy was once the Covenant's leading Philologist, Hod Rumnt, who guided the sacred act of translation of the Oracle's will within the hallowed corridors of the Dreadnought. When the Covenant stumbled upon humanity, Rumnt and two other Prophets learned the truth: the humans were, in fact, heirs to the Forerunners and the Covenant had been built on a lie. In league with each other, the three Prophets used this knowledge to seize full control of the Covenant, Rumnt becoming the High Prophet of Mercy. Decades later, after a botched effort to overthrow the Sangheili and with the Covenant in disarray, Mercy attempted to head to Earth with Truth and complete the destruction of the humans on their way to the Ark. The Flood, however, found its way into High Charity and savagely claimed Mercy before he could flee. Consumed by the Gravemind, the parasite fed on the Prophet's knowledge, furthering its own dark plans.

XYTAN_01010110

IMPERIAL ADMIRAL

XYTAN 'JAR WATTINREE	
HEIGHT: 11ft 6in (350.5cm)	**WEIGHT:** 302.3lbs (137.1kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** April 20, 2488

As an aggressive, self-confident, and charismatic leader, Xytan 'Jar Wattinree possessed a natural talent for the cutthroat nature of Covenant politics, as well as a keen insight into the psychology of the various species under his command–a skill that he used to bolster both his image and reputation within the fleet. He was a brilliant commander and tactician, allowing him to ascend to imperial admiral, the highest rank within the Covenant military. At the peak of his influence, Wattinree was exiled from High Charity to serve in the remote Combined Fleet of Righteous Purpose, seemingly due to the threat he posed to the authority of the existing hierarchs. During the Great Schism, he rallied the Sangheili on Saepon'kal, preparing to lead a counterstrike against the Jiralhanae, but this would never come to be. A NOVA bomb secreted from a human colony would be detonated, destroying him, his fleet, and much of Saepon'kal. All that remains of Wattinree's legacy is his daughter, Meduu the Fierce, who violently took control of her father's many property holdings in the years following the war.

RHO_01010110

MASTER OF SOLACE

RHO 'BARUTAMEE	
HEIGHT: 8ft 6in (259cm)	**WEIGHT:** 375lbs (170kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** March 23, 2479

Rho 'Barutamee was the supreme commander of the Fleet of Valiant Prudence–an archaeological research and retrieval group tasked by the Prophets with the security and stewardship of valuable Forerunner artifacts. Drawn from the zealots by the Ministry of Fervent Intercession, 'Barutamee led a handpicked crew known as the Devoted Sentries from aboard his supercarrier *Long Night of Solace* as they reconnoitered the robust stores of artifacts detected on Reach. His ambition reached further than even his enemies within the ministry expected: even before his attack on Reach, he had secretly amassed a collection of powerful Forerunner relics that he hoped would point him to the very throne of the ancient Forerunners–the fabled Forerunner homeworld, Maethrillian. Though it cannot be confirmed, the commander was believed to be on *Long Night of Solace* when it crashed into the surface of Reach, his relics, and the secrets he had held for so long, forever entombed with him on the dead world.

DHAS_01010110

THE PRELATE

DHAS BHASVOD	
HEIGHT: 8ft (243.8cm)	**WEIGHT:** 235lbs (106.6kg)
BIRTH WORLD: High Charity	**DATE OF BIRTH:** July 16, 2480

When the Prophet of Truth departed High Charity aboard the Dreadnought, he took the last of the Covenant's greatest warriors, including the deadly Prelate, Dhas Bhasvod. Forged by the Ministry of Preparation, Bhasvod would provide Truth with protection as the Covenant made its final journey to the Ark, intent on activating Halo. Upon their arrival, the Prelate was charged with the defense of the Dreadnought from encroaching Sangheili forces, but the hierarch's unexpected failure, and a series of devastating events on the Ark, caused the Prelate to reconsider all that he had once believed, even while maintaining authority over many still-faithful Covenant warriors. Sheltered in the Forerunner vessel for years, Bhasvod's long game was a hidden shield world, Cloister, where the last of the San'Shyuum had fled. As he began to contemplate accessing one of the Ark's portals to reach it, the Banished suddenly struck the Dreadnought, stealing the critical slipspace crystals needed to do just that. During the aftermath, he was forced to ally with the Keepers in their efforts to activate Halo, but humanity's unexpected interference prevented this. The Prelate now musters the remainder of his forces, waiting for the right time to take back the crystals and make his way to Cloister.

COVENANT INDIVIDUALS //

ARBITER'S ALLIES

IN THE HOPE OF UNITING AND HEALING HIS PEOPLE, THE ARBITER THEL 'VADAM REKINDLED THE SWORDS OF SANGHELIOS, AN ANCIENT ORDER ONCE DEDICATED TO ENSURING THE SANGHEILI'S RIGHTFUL PLACE IN THE GALAXY.

THE ARBITER

THEL 'VADAM	
HEIGHT: 7ft 10in (238.6cm)	**WEIGHT:** 319lbs (144.7kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** December 10, 2485

Once a devoted Covenant warrior, Thel 'Vadamee's pursuit of a human vessel during the invasion of Reach would lead to the discovery and shameful destruction of Alpha Halo. Spared execution by the contrivances of the High Prophets, 'Vadamee was appointed as Arbiter and sent first to eliminate a sect of heretics and then to retrieve the Sacred Icon on the newly discovered Delta Halo. It was there that the Arbiter was betrayed by Truth and, in the clutches of the Gravemind, he learned that the Covenant was based on misinterpretations and lies. After forging an alliance with the humans, he led a band of rebel Sangheili against the Covenant during the Great Schism, helping crush his former allies and bring an end to the war. Returning to Sanghelios, the Arbiter fought to restore peace amid a fierce civil war that had taken hold of his homeworld. As the leader of the Swords of Sanghelios, he has drawn many under a banner of peace.

HALF-JAW

RTAS 'VADUM	
HEIGHT: 7ft 11in (241.3cm)	**WEIGHT:** 323lbs (146.5kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** September 21, 2487

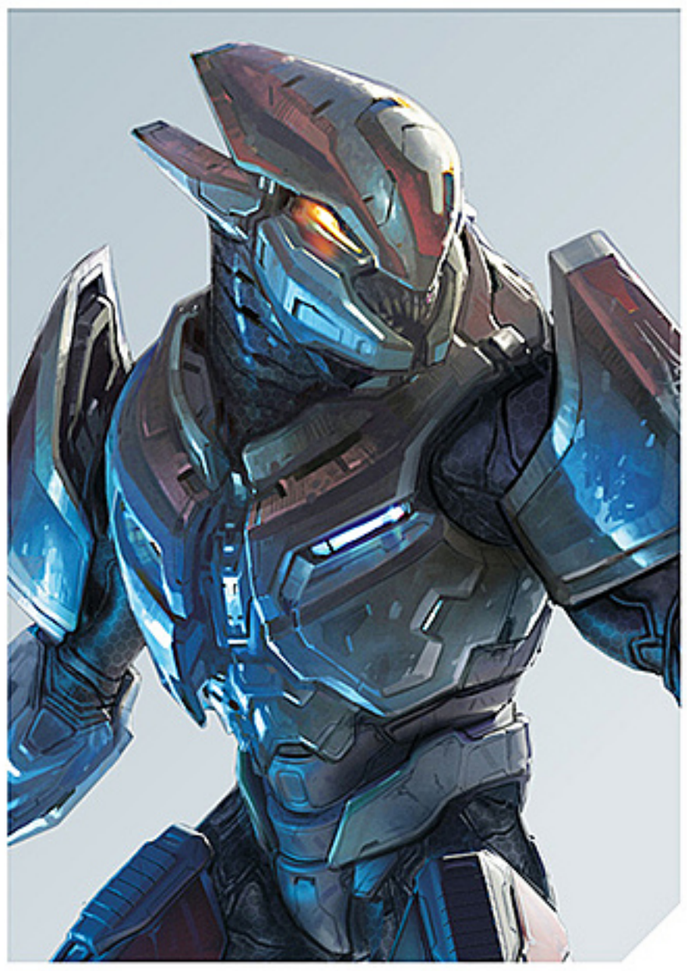
Excelling in unconventional warfare, Rtas 'Vadumee served as a Special Operations commander for the Fleet of Particular Justice, under the leadership of Thel 'Vadamee. After the destruction of Alpha Halo, 'Vadumee was attached to his former commander once more, now a shamed Arbiter sent to exact the hierarchs' revenge. New discoveries and a sudden betrayal at the hands of the San'Shyuum made it clear to 'Vadumee that the Covenant was now the Sangheili's enemy. Joining the Arbiter in a fledgling alliance with the humans, 'Vadum seized command of the carrier *Shadow of Intent* and the Fleet of Retribution leading it to the Forerunners' Ark, where they would take vengeance against the Prophet of Truth and pierce the heart of the once-powerful empire. In the aftermath of the war, 'Vadum has remained loyal to the Arbiter and his Swords of Sanghelios, using all at his disposal to ensure the survival of his people and to help shape a galaxy freed of the oppression of the Covenant and those still loyal to it.

SCION

TUL 'JURAN	
HEIGHT: 6ft 7in (200.7cm)	**WEIGHT:** 248lbs (112.5kg)
BIRTH WORLD: Rahnelo	**DATE OF BIRTH:** January 29, 2535

Born to the kaidon of Rahnelo's largest keep, Tul 'Juran saw many of her brothers go to war for the Covenant, and as the daughter of a gifted swordsman, she became as equally adept at this same craft, serving as the keep's scion. When the Covenant betrayed her people during the Great Schism, Rahnelo was attacked by a San'Shyuum Prelate named Tem'Behtek, who laid waste to their settlement and abducted 'Juran's father and several other family members. Unable to allow the vicious attack to go unchallenged, she convinced shipmaster Rtas 'Vadum to take her on as part of his crew in an effort to strike back at the Prelate and his forces. In the end, the scion was unable to save her family, but would ultimately gain victory over those who had taken them, and her exploits in battle moved the Arbiter to rewrite Sangheili tradition, opening up military service for female warriors.

N'THO_01010110



THE PRODIGY

N'THO 'SRAOM	
HEIGHT: 7ft 11in (241.3cm)	**WEIGHT:** 323lbs (146.5kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** October 18, 2522

Enlisting into military service at the end of adolescence, N'tho 'Sraom's zeal and innate talent for both strategy and leadership immediately put him on an accelerated promotion path. When the Great Schism came to pass, forcing the Sangheili out of the Covenant, 'Sraom became a trusted sword at the side of the Arbiter. The empire's sudden fall led him to pledge full service to the Swords of Sanghelios, promising to aid his people in a return to their honorable warrior roots. In the years that followed, 'Sraom developed a healthy respect for humanity, in particular their audacity and resolve, traits he understood were crucial to turning the tide of the war. This perspective served him well when, at the behest of the Arbiter, 'Sraom led a hybrid team of humans and Sangheili back to the Ark and its many dangers, united around a common cause: to once more stop the galaxy-spanning threat of Halo's activation. Following the events of Operation: FAR STORM, N'tho returned to Sanghelios to assist the Arbiter in efforts to stabilize the unrest still seething among their people.

USZE_01010110

THE PRIEST

USZE 'TAHAM	
HEIGHT: 7ft 11in (241.3cm)	**WEIGHT:** 355lbs (161kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** October 31, 2519

Born into the highly esteemed Sumai keep, Usze 'Taham was fathered by one of the preeminent swordfighters of his age, Toha 'Sumai. During the throes of the Great Schism, 'Taham quickly sided with the Arbiter and the Sangheili who fought with the humans against the Covenant. Alongside N'tho 'Sraom, 'Taham joined the hybrid team of Sangheili and human operatives on a mission that took them back to the Forerunner Ark, a perilous journey that would galvanize his desire to forge and cultivate strategic alliances. After the dissolution of the Covenant, 'Taham has acted as a valued liaison between several Sangheili factions, feuding keeps, and even humanity. He was instrumental in the revival of the ancient Ascetic Guard, an orthodox order of warrior-priests central to the restoration of pre-Covenant traditions among the Sangheili. 'Taham also helped establish the Riftborn–a special operations division of the Swords of Sanghelios, fully committed to joint military operations with the UNSC. These hand-selected operatives maintain a local presence on Anvil Station.

ROJKA_01010110

THE ENVOY

ROJKA 'KASAAN	
HEIGHT: 8.2ft (250cm)	**WEIGHT:** 360lbs (163.3kg)
BIRTH WORLD: Glyke	**DATE OF BIRTH:** April 14, 2494

Hailing from the opulent world of Glyke, Rojka 'Kasaan quickly rose to prominence within the Covenant. At the close of the war, his homeworld was completely destroyed by a UNSC operation originally meant to serve as retaliation against the Sangheili. Amid the throes of the Great Schism, 'Kasaan retreated with his fleet to a remote desert world named Carrow, where human settlers were also trying to rebuild in the wake of the war. In the years which followed, he attempted to maintain a peaceful coexistence with the humans, insistent that cooperation was more advantageous for both parties. But when 'Kasaan's own cousin sought to remove him from power with the help of a warlord named Hekabe, he was forced to join sides with UEG envoy Melody Azikiwe and the Spartans of Gray Team, the very ones responsible for Glyke's destruction. Though challenging for both sides, this newfound alliance was successful in stopping their common enemies–'Kasaan now taking the role of envoy in pursuit of peace on Carrow. It is a peace that will not be secured easily, as opposition to such efforts remains ever present.

COVENANT INDIVIDUALS //

HISTORIC SANGHEILI

OVER THE COURSE OF THE WAR WITH THE HUMANS, MANY SANGHEILI—EVEN THOSE BORN OF LOW STATURE—PLAYED CENTRAL ROLES IN THE COVENANT'S DECADES-LONG CAMPAIGN OF ERADICATION AGAINST THE HUMANS.

NIZAT_01010110

FLEET MASTER OF INEXORABLE OBEDIENCE

NIZAT 'KVAROSEE	
HEIGHT: 7ft 8in (233.7cm)	**WEIGHT:** 314lbs (142.4kg)
BIRTH WORLD: Suban	**DATE OF BIRTH:** August 23, 2470

Born on the Kvaros farmlands of Suban's Uka'Pala mesas, Nizat 'Kvarosee saw a meteoric rise within the Covenant due to his remarkable proficiency with naval tactics. Proud, capable, and incredibly shrewd, 'Kvarosee assumed command of the Fleet of Inexorable Obedience shortly before the discovery of the humans. In the earliest campaigns against their species, he proved exceptionally strong, consecutively destroying seven of their worlds in what he believed was merely a tithe to the gods. His encounter with Spartans, however, proved disastrous. In a human operation that culminated with the destruction of the Covenant fleet base above Zhoist, 'Kvarosee was stripped of his rank and station. In an unsanctioned response, he stole the Flotilla of Unsung Piety hoping to destroy the human organization called ONI and remove the blight of his shame, recovering his former dignity and standing within the Covenant.

TEL_01010110

FIRST BLADE OF THE SILENT SHADOW

TEL 'SZATULAI	
HEIGHT: 7ft 6in (228.6cm)	**WEIGHT:** 321lbs (145.6kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** February 2, 2466

The leader of the Bloodstars within the Fleet of Inexorable Obedience, Tel 'Szatulai was known as the First Blade of the Silent Shadow, the razor's edge of the Covenant's most elite warrior sect. Serving under Nizat 'Kvarosee, 'Szatulai's primary function was to scout out human worlds that might possess Forerunner relics and assess their defensive capabilities, ultimately determining the Covenant's strategic approach. Like other warriors of the Silent Shadow, the First Blade's loyalty to the faith was only second to his deadly reputation, making all in his presence–even his superiors–often feel uneasy. Despite his extraordinary skill, 'Szatulai met his match in the Spartans deployed to Zhoist. Their assault on the world led not only to the destruction of two Forerunner cities on its surface, but the decimation of much of the Ring of Mighty Abundance and the supercarrier *Hammer of Faith* in orbit, as well as 'Szatulai's own life.

ORNA_01010110

SHIPMASTER OF BLAMELESS CONCEIT

ORNA 'FULSAMEE	
HEIGHT: 7ft 11in (241.3cm)	**WEIGHT:** 339lbs (153.8kg)
BIRTH WORLD: Aru'spaw	**DATE OF BIRTH:** December 22, 2492

When the Fleet of Particular Justice arrived at Alpha Halo, it was clear to Orna 'Fulsamee that the ages-long quest of the Covenant was finally coming to fruition. As the shipmaster of *Blameless Conceit*, 'Fulsamee's initial reaction to the presence of a human ship–*Pillar of Autumn*–was to destroy it. But against his better judgment, the Prophet of Stewardship forced a boarding action, which led to the vessel landing on the ringworld. This fateful decision sent 'Fulsamee and his ship's forces to Halo's surface, warding off first the humans, then the Flood infestation which followed. However, when Stewardship's ineptitude put his ship and its crew in needless peril, 'Fulsamee took *Conceit* away from the ring shortly before the installation was destroyed. While the events at Halo ultimately led to the end of the Covenant, 'Fulsamee's hatred for humanity continued in its wake, ultimately driving him to join Atriox's Banished.

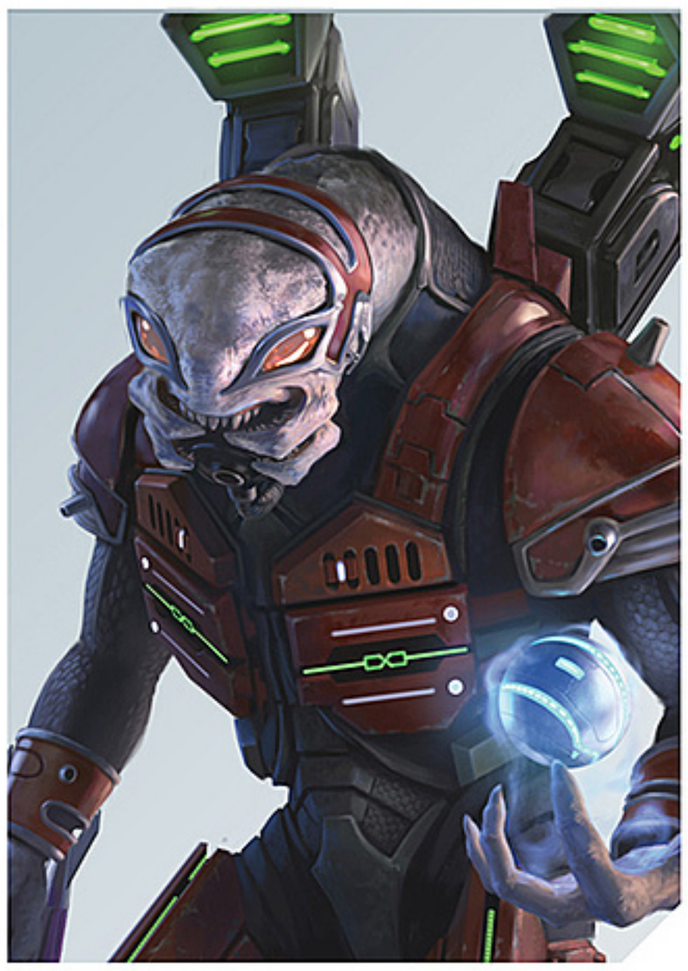
RIPA_01010110

ARBITER OF MALUROK

RIPA 'MORAMEE	
HEIGHT: 8ft 1in (246.3cm)	**WEIGHT:** 382lbs (173.3kg)
BIRTH WORLD: Malurok	**DATE OF BIRTH:** June 2, 2478

Merciless and baleful in repute, Ripa 'Moramee served the Covenant's Ministry of Preservation for years, decisively overthrowing rebellions from both Unggoy and Kig-Yar. When his zeal turned against his own kaidon on Malurok, he was committed to the world's penitentiary. The Prophet of Regret intervened, however, granting 'Moramee the title of Arbiter, where he would serve the hierarchs by directing the invasion of the newly discovered human world of Harvest, and seizing whatever treasures it held. Leading the Fleet of Glorious Interdiction, 'Moramee located a Forerunner relic site that eventually led them to Trove, a Forerunner shield world harboring an entire fleet of ancient vessels. Under Regret's orders, 'Moramee seized control of the world, but was forced to fend off attacks from an enemy ship–the UNSC *Spirit of Fire*. When the humans attempted to destroy Trove with an improvised weapon, 'Moramee staged an assault, but while boasting, he was struck down by Sergeant John Forge. His holdings on Malurok are still the source of bitter disputation among the neighboring keeps who survived the fall of the Covenant.

SESA_01010110

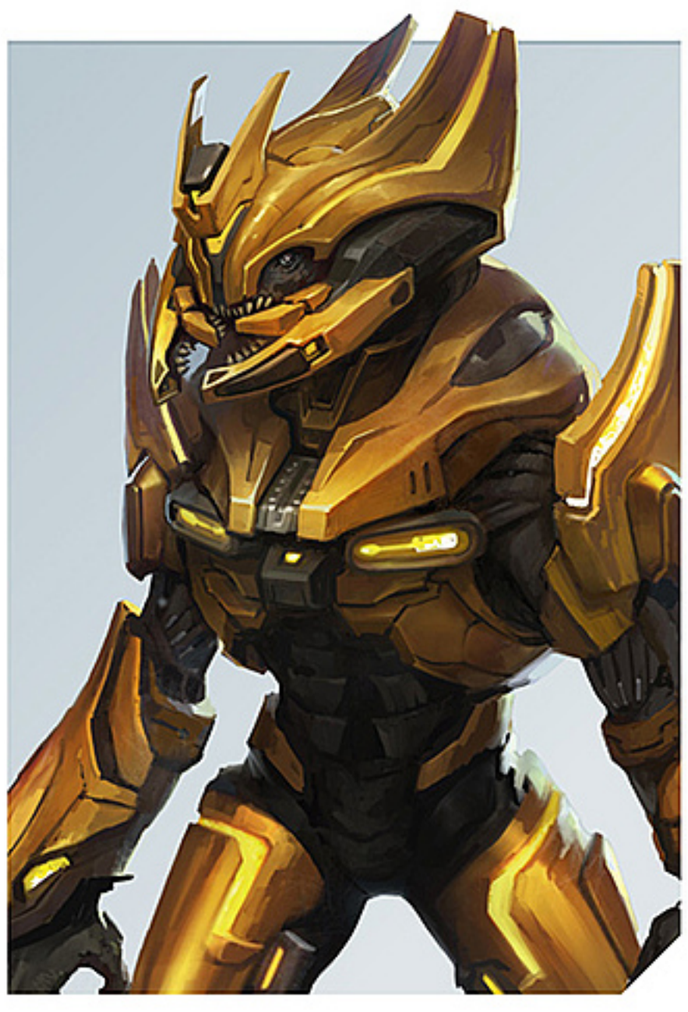


HERETIC LEADER

SESA 'REFUMEE	
HEIGHT: 7ft 3in (221cm)	**WEIGHT:** 313lbs (142kg)
BIRTH WORLD: Feldokra	**DATE OF BIRTH:** July 11, 2499

Shrewd, defiant, and cunning, Third Commander Sesa 'Refumee of the Ministry of Tranquility's detachment within the Fleet of Particular Justice was labeled a heretic leader by the Prophet of Truth when he began broadcasting defiant messages to the Covenant abroad. 'Refumee had encountered 343 Guilty Spark on a mining platform above Threshold, the gas giant around which Alpha Halo orbited. Upon learning the truth about Halo's function, he and those with him sought to undo the deception of the Prophets. In response, the hierarchs dispatched an elite Special Operations group along with the Arbiter Thel 'Vadamee, who ultimately silenced 'Refumee, wiping out the heretics by releasing the mine into Threshold's volatile atmosphere. Before his death, however, 'Refumee planted a seed of doubt in the Arbiter's mind, which ultimately led to the revolt of the Sangheili and the end of the Covenant. In the years following the war, the Arbiter sought to recognize his efforts in changing the course of their fate, granting special dispensation to members of 'Refum keep within the Swords of Sanghelios.

VORO_01010110



SHIPMASTER OF INCORRUPTIBLE

VORO NAR 'MANTAKREE	
HEIGHT: 7ft 8in (233.7cm)	**WEIGHT:** 319lbs (144.7kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** June 9, 2487

During the violent throes of the Great Schism, Voro 'Mantakree was forced to kill his shipmaster when he proved unfit for the station. By necessity, he took control of the cruiser *Incorruptible* and immediately found himself hounded by Jiralhanae warships. 'Mantakree was able to convince all nearby vessels that preventing the spread of the Flood from Delta Halo was paramount, but this truce was short-lived, forcing *Incorruptible* to flee into slipspace. Upon arriving at Joyous Exultation, Imperial Admiral Xytan 'Jar Wattinree granted 'Mantakree control of the Second Fleet of Homogenous Clarity and a new mission: stop the humans from accessing the stores of Forerunner artifacts on the shield world Onyx at any cost. Dispatching the full power of his newfound fleet onto this world, 'Mantakree pursued the humans into Onyx's depths, yet was ultimately defeated when Spartan-051 sacrificially detonated nuclear warheads, decimating 'Mantakree and the entire invasion force. 'Mantakree was survived by two brothers–Y'zaht and Delo. Both still harbor a hatred of humanity and currently serve as trusted lieutenants to Sali 'Nyon.

COVENANT INDIVIDUALS //

JIRALHANAE LEADERS

WALKING THE LINE BETWEEN SAVAGE AND CIVILIZED, THE CHIEFTAINS AND WARLORDS OF THE JIRALHANAE COMMAND THROUGH PHYSICAL INTIMIDATION, FORCE OF PERSONALITY, AND PROVEN LEADERSHIP CAPABILITY.

TARTARUS_01010110

CHIEFTAIN OF THE BRUTES

TARTARUS	
HEIGHT: 9ft (274.3cm)	**WEIGHT:** 1,389.3lbs (630.2kg)
BIRTHWORLD: Doisac	**DATE OF BIRTH:** July 8, 2491

Tartarus was easily the most prominent Jiralhanae leader in the late years of the War of Annhilation, rising to directly serve the High Prophet of Truth as his protector. Bold, arrogant, and disdainful of the Sangheili, Tartarus was exclusively loyal to the hierarchs and driven by a desire for power and glory. Prior to the Covenant's end, he was granted special authorities and writs of command by the Prophet of Truth, effectively making him the lead instigator of the Great Schism that sought to unseat all Sangheili power, and eventually gain leadership of the entire Covenant military. When he attempted to activate Delta Halo at the behest of Truth, he and his entourage were foiled by the Arbiter and a pair of humans, leading to his sudden and untimely death. Tartarus's favored weapon was the Fist of Rukt, an ancient war hammer that had been extraordinarily augmented and modified by gifts from the Prophets.

MACCABEUS_01010110

FAITHFUL SHIPMASTER

MACCABEUS	
HEIGHT: 9ft 5in (287cm)	**WEIGHT:** 1,400lbs (635kg)
BIRTHWORLD: Doisac	**DATE OF BIRTH:** February 10, 2476

Uncle to the legendary Tartarus and fervent adherent of the Covenant faith, Maccabeus rose to command his clan by killing his own father in an honorable duel for supremacy, claiming the Fist of Rukt as his prize. Though older chieftains grated against submission to the Covenant, Maccabeus led an alliance of young chieftains who eagerly adopted the empire's tenets and served with extraordinary zeal, showing a depth of devotion that impressed even the cynical High Prophets. This devotion allowed him to be the first Jiralhanae given command of a ship–the *Rapid Conversion*–despite objections by Sangheili overseers. Maccabeus's ship led the first contact with humanity that resulted in a bloody firefight, where he sustained an injury, bringing his nephew Tartarus to do precisely what he had done to his father: kill him and take both his war hammer and his seat of authority, laying down the foundation of Tartarus's own rise to power.

AVITUS_01010110

THRALLSLAYER

AVITUS	
HEIGHT: 8ft 5in (256.5cm)	**WEIGHT:** 954.7lbs (433kg)
BIRTHWORLD: Doisac	**DATE OF BIRTH:** April 17, 2493

Among the Prophet of Regret's most notable warriors was the chieftain Avitus, a living vortex of destruction and rage placed in command of the hierarch's small force of Jiralhanae zealots. Early on, the chieftain acquired the epithet "Thrallslayer" while brutally suppressing heretic uprisings on Covenant worlds that tested the patience of High Charity's magnanimous demands for new tithes. Secretly, however, Avitus had no love for or loyalty to the Covenant, but lived only for the chaos of war and the bloodthirsty praise of his brothers-in-arms. Ironically, he respected humans for their perseverance far more than any of the Covenant species. Avitus survived the destruction of Trove and continued to serve in Regret's fleet till the closing days of the war. After the fall of High Charity to the Flood, he brought what remained of his forces to Warial and began restoring the clan's position. Only promises from Escharum led Avitus to return to the glories of battle.

CASTOR_01010110

DOKAB OF THE KEEPERS

CASTOR	
HEIGHT: 8ft 6in (259.1cm)	**WEIGHT:** 1,598lbs (724.8kg)
BIRTHWORLD: Doisac	**DATE OF BIRTH:** December 28, 2510

A resolute and loyal Covenant warrior for decades, the loss of High Charity and the Prophets ironically only strengthened his convictions, leading him to the Keepers of the One Freedom, a radical cult that continued to walk the Path of their Covenant forebearers. Castor soon became a *dokab* leader in their ranks, growing in power and influence, but eventually suffering a setback on the world of Gao when he failed to gain control of an Oracle located on the planet. Recovering at Salvation Base on the world of Taram, Castor was struck another blow, when Spartans destroyed the Forerunner redoubt they had taken shelter in, forcing him to ally with his old war brother Atriox and the Banished. After securing a portal on Reach, Castor betrayed Atriox, taking a handful of Keepers to the Ark to activate Halo. Here, however, Castor's faith would finally be tested to the point of breaking, leaving only hatred and vengeance in its wake, making his future aspirations uncertain for the first time in his life.

LYDUS_01010110

GHOST FATHER

LYDUS	
HEIGHT: 8ft 5in (256.5cm)	**WEIGHT:** 1,300lbs (589.67kg)
BIRTHWORLD: Doisac	**DATE OF BIRTH:** March 2, 2478

When the Covenant first arrived on Doisac, Lydus's clan violently resisted, which resulted in the near-total destruction of his family citadel and territory. The young Lydus was the only one to emerge alive, though horribly disfigured. While he eventually capitulated to the Covenant's purposes, he shed no tears when the Great Schism led to the empire's collapse. Seizing the moment, Lydus left for the colony moon of Teash leading a small group of young Jiralhanae warriors, which he affectionately called the Children of Oth Sonin, hoping to install order on Doisac. When this failed and supplies ran short, he sought a peaceful alliance with the Arbiter and his Swords of Sanghelios. Secretly, Lydus would also strike a deal with the Banished, granting them full access to the shipyards under his control while using their forces to decimate his most dangerous rivals on Doisac in exchange for land holdings, including his former homeland. As Cortana struck Doisac, sundering the planet into pieces, Lydus's clan narrowly escaped and found sanctuary on an abandoned human colony.

HEKABE_01010110

CHAMPION OF MAARDOTH

HEKABE	
HEIGHT: 9ft 1in (276.9cm)	**WEIGHT:** 1,110lbs (503.5kg)
BIRTHWORLD: Doisac	**DATE OF BIRTH:** September 25, 2505

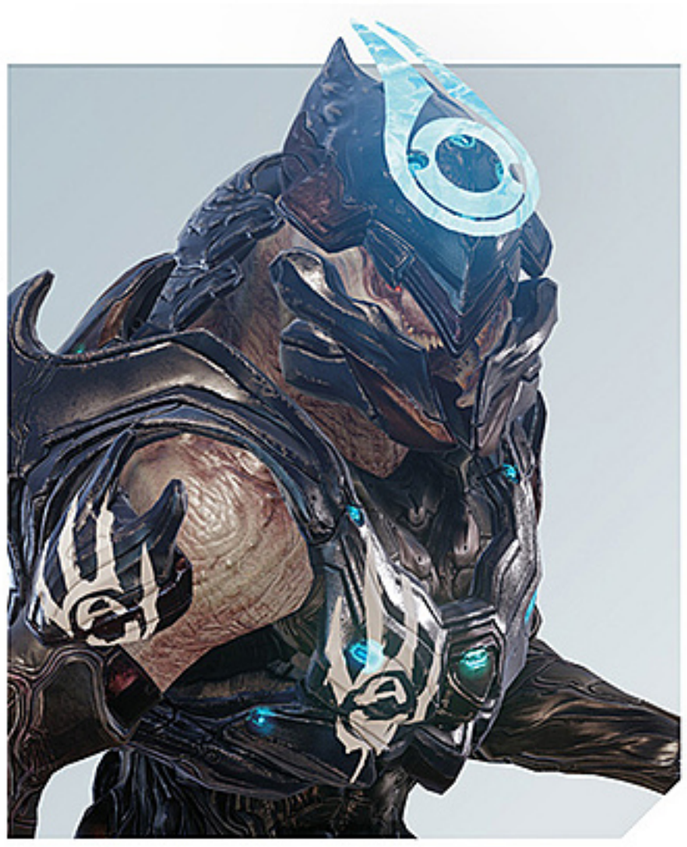
Cold and calculating, Hekabe spent years currying favors and assassinating rivals as he rose through the ranks of the Covenant and advanced the name of the Maardoth clan. At his apex, the chieftain almost lost everything with the death of the Prophet of Truth and his own fleet at the Ark. Hekabe returned, however, with an enigmatic artifact, the vertex, an instrument which promised him control of living weapons engineered by the Forerunners. After killing his great-uncle and gaining control of what remained of his clan, Hekabe arrived on the human colony of Carrow, which held the ancient stasis vaults he sought. Using the vertex, he unleashed the Sharquoi hive locked within. The chieftain hoped to destroy the enemies, which had heavily massed around the site, and then escape the planet wielding the monsters he now controlled to obliterate all who would oppose him and his clan. Though initially successful, Hekabe's ambitious reach exceeded his grasp and the artifact was wrested from his control by the humans, resulting in his mortally wounded body being tossed into a pit of molten lava.

COVENANT INDIVIDUALS //

COVENANT VESTIGES

NO OTHER POSTWAR FACTIONS AROSE WITH SUCH FEROCITY AND POWER THAT IT COULD DARE TO BE CALLED THE COVENANT, EXCEPT FOR JUL 'MDAMA'S RUTHLESS MILITARY FORCE, SURGING OUT FROM THE WAR FACTORIES OF HESDUROS AND FANATICALLY PREOCCUPIED WITH THE HOPE OF AWAKENING THE DIDACT.

JUL_010101110



THE DIDACT'S HAND

JUL 'MDAMA	
HEIGHT: 7ft 10in (239.9cm)	**WEIGHT:** 324lbs (146.9kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** March 5, 2489

A lifelong warrior, Jul 'Mdama's crisis of faith at the demise of the Covenant and the loss of his mate during the civil wars which followed, led him on a quest for the Didact, a Forerunner long-exiled on the shield world Requiem. Hoping to exact his hatred for humanity by awakening the ancient commander, Jul became a powerful cult leader at the head of a resurgent Covenant, even though he secretly denied the very faith they were driven by. 'Mdama sought vengeance with obsessive zeal, leading his followers against the humans while building a vast military presence comprised of both Covenant and Promethean forces. During that time he became known as the Didact's Hand, garnering extraordinary power, but ultimately unable to destroy humankind. He found his end on Kamchatka, betrayed by his own human prisoner, Catherine Halsey.

AVU_010101110

THE BISHOP

AVU MED 'TELCAM	
HEIGHT: 7ft 10in (238.8cm)	**WEIGHT:** 331.7lbs (150.5kg)
BIRTH WORLD: Saepon'kal	**DATE OF BIRTH:** May 29, 2485

The Servants of the Abiding Truth's leader was Avu Med 'Telcam, an ex-Covenant field master known for both his strategic patience and resourceful wit. Adopting the title Bishop, the Servants parted ways with the Covenant's prophet-driven ideology, yet still embraced the divinity of the Forerunners and warred against those who disagreed. During the Blooding Years, 'Telcam would lead the Servants against the Swords of Sanghelios and their numbers grew as more disapproved of the Arbiter's alliance with the humans. When the UNSC *Infinity* decimated the Servants' fleet on Sanghelios, the Bishop escaped to Laqil, the glassed human world, New Llanelli. There he began rebuilding his forces, even taking the young Dural 'Mdama under his wing as his protégé. After severing ties with an ONI special ops team who had aided his campaign against the Swords, 'Telcam's assassination was ordered by Serin Osman and executed by a Spartan-III headhunter.

DURAL_010101110

THE PALE BLADE

DURAL 'MDAMA	
HEIGHT: 7ft 9in (236.2cm)	**WEIGHT:** 315.3lbs (143kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** December 8, 2537

When Raia 'Mdama perished in the Siege of Kolaar, a seething hatred was kindled in the heart of her eldest son, Dural 'Mdama. Without the presence and guidance of his father, Jul 'Mdama, who he knew only as his uncle, the young Sangheili sought revenge, leaving the home of Bekan Keep and pursuing his mother's killers all the way to the Servants of the Abiding Truth and their leader Avu Med 'Telcam. It was there he learned that the Arbiter and the Swords of Sanghelios were responsible. Within the ranks of the Servants, Dural found the father he never knew in 'Telcam, and, after a number of decisive military victories, the young Sangheili grew into a powerful and formidable warrior known as the Pale Blade. When 'Telcam perished, the Blade took the reins of the Servants and led them to the shield world Onyx, where he intended to topple the UNSC presence and access the installation's vast stores of technology.

ASUM_01010110

BAKAR

ASUM 'MDAMA	
HEIGHT: 7ft 5in (226.1cm)	**WEIGHT:** 281lbs (127.5kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** January 20, 2542

Unlike his brother before him, Asum's response to the discovery of his mother's death was sorrow, rather than hatred. Unaware that his biological father was the leader of the resurrected Covenant or that his brother was being groomed by the Servants of the Abiding Truth, Asum found solace under the wisdom and instruction of Kasha 'Hilot, an ally of the Arbiter and the Swords of Sanghelios. Under the new name Bakar, Asum journeyed with Kasha to Onyx, where both humans and ex-Covenant species peacefully coexisted as part of the Onyx United Research Project. There he developed rich relationships with other species and learned the singular importance of unity. Since his brother's unbidden arrival at the shield world, seeking to overthrow humanity and their allies, Asum has grown even more resolutely determined to pursue peace. Now he prepares for the inevitable confrontation he will have with his brother, and whatever cost it will demand, knowing that their broken bond must be mended before any old wounds that remain can be healed.

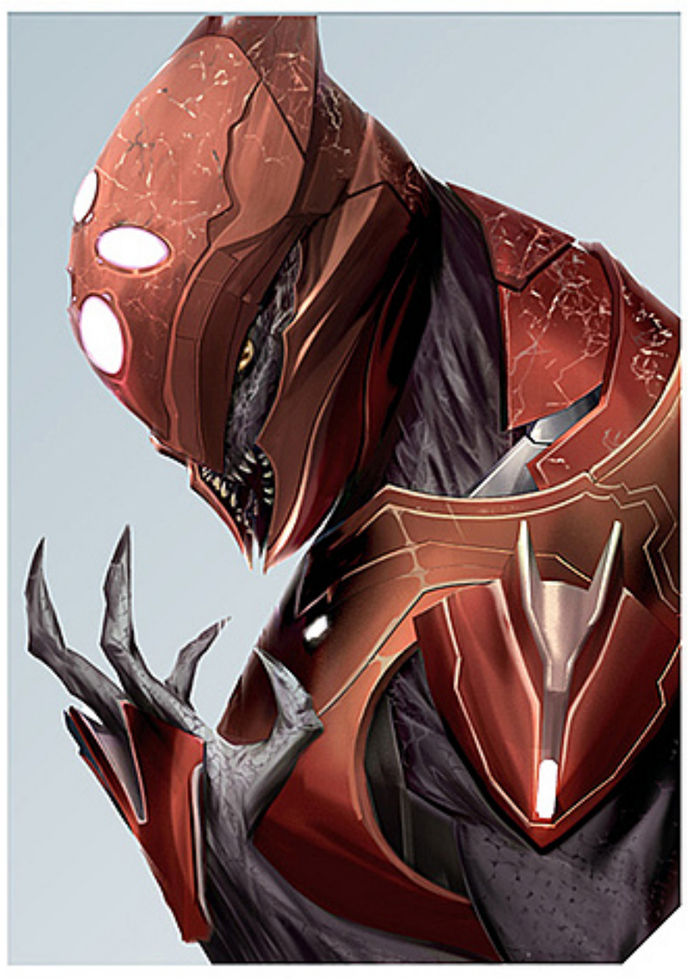
GEK_01010110

RUTHLESS SALVAGER

GEK 'LHAR	
HEIGHT: 8ft (245.3cm)	**WEIGHT:** 327lbs (148.3kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** October 19, 2499

Acting as the right hand of Jul 'Mdama on the shield world of Requiem, Gek 'Lhar was an imposing warrior in the Covenant before its fall, subsequently leading a salvaging outfit comprised of mercenaries and treasure-seekers. It was there that he learned planning and foresight were assets just as important as the ability to fight, and he carefully built up a vast storehouse of weapons and munitions. Although Gek was known for his savage and cruel methods even before he joined the fledgling Covenant uprising, it was in the service of 'Mdama where they would be most effectively employed. As a commander, he led Covenant and Promethean forces in an effort to destroy the UNSC *Infinity* presence on Requiem, rallying an array of forces across an alien world riddled with powerful technology. Nevertheless, despite these efforts, Gek 'Lhar was unexpectedly killed during the human raid by the Spartans of Fireteam Majestic. In his absence, 'Lhar's keep on Sanghelios has been scattered to the wind, only surviving in barely recognizable pockets and ravaged by the civil war that has continued across Kaepra for years.

SALI_01010110



THE TRUE PROPHET

SALI 'NYON	
HEIGHT: 7ft 11in (241.3cm)	**WEIGHT:** 341lbs (154.7kg)
BIRTH WORLD: Eudolaan	**DATE OF BIRTH:** November 5, 2487

As a remarkable warrior and an impassioned believer, Sali 'Nyon excelled within the Covenant military, quickly rising to the rank of zealot commander, even earning personal commendation from the High Prophet of Mercy. When the empire collapsed, he returned to his keep on Eudolaan, biding his time as he waited for any sign from the gods. This sign came in the form of Jul 'Mdama, who rose from anonymity to take the reins of the new Covenant. 'Nyon joined the upstart, only to soon be disillusioned by the Sangheili leader's seeming compromise, even entertaining a human guide around Forerunner treasures. With his anger growing, he secretly ignited a rebellion against 'Mdama, and despite several early failures, eventually took control of *Breath of Annihilation*, one of the Covenant's lead ships. Now believing himself to be the one true prophet, 'Nyon seeks to finish what the Covenant started long ago. Some have reported great numbers amassing under his banner on Okal'supen, an abandoned fortress world of the former Covenant, with sufficient assembly vats and feedstock to rebuild an empire.

COVENANT INDIVIDUALS //

THE FOUNDERS

A VIOLENT CLASH BETWEEN TWO UNYIELDING SPECIES FORMED THE FOUNDATION OF AN EMPIRE; THE VERY ZEAL THAT BROUGHT THE SAN'SHYUUM AND SANGHEILI TO WAR BECAME THE STONES UPON WHICH THE COVENANT WAS BUILT.

BORN OF CONFLICT

In the grueling decades of the War of Beginnings, while the San'Shyuum continued to devastate Sangheili colonies with the implacable power of the Dreadnought, a key event would begin to shift the tides. In the rings around Codisfold, the Sangheili had hidden dozens of ship-boring machines loaded with skilled infiltration teams. When the Dreadnought arrived to destroy the world, the Sangheili stole their way into the ship, secretly compromising several of the vessel's key systems and slaughtering thousands of San'Shyuum before being killed themselves. Although Codisfold would be sacrificed and millions would perish, this event forced the San'Shyuum to acknowledge their own vulnerability. Within the Dreadnought, the first San'Shyuum to be called Prophets, known as the Keepers of the Dawn, convened to discuss a path forward. Although the war would be far from over, the deep unrest this caused the San'Shyuum would ultimately pave the way toward a truce. If the Sangheili were willing to go to such lengths and could come so close to victory, they would serve far better as allies than adversaries.

STONE_01010110

PERVADING STONE

EKLA'MAGA'SADOW	
HEIGHT: 7ft 3in (221cm)	**WEIGHT:** 246lbs (111.6kg)
BIRTH PLACE: Dreadnought	**DATE OF BIRTH:** 1041 BCE

The leader of the Keepers of the Dawn was Pervading Stone, a Prophet who had lost his father to Sangheili forces during the ground siege on Ulgethon, the first major battle of the War of Beginnings. Incensed and driven by revenge, Stone spent years laying waste to Sangheili colonies and outposts, even after the harrowing events at Codisfold. Silencing dissenters and eliminating them when necessary, he was emboldened to continue his baleful campaign all the way to its end, which he saw as the complete annihilation of the Sangheili. Upon discovering the location of their homeworld, Stone ordered the Dreadnought to Sanghelios, focusing on one final attempt to sever the head of their foe. This brash directive led to an unexpected and decisive response from the Sangheili, who were eventually able to bring down the Dreadnought and storm the ancient ship. Despite pleas from San'Shyuum advisers to consider striking a truce with the Sangheili, Pervading Stone refused to back down, ultimately leading to his death at the hands of his enemies.

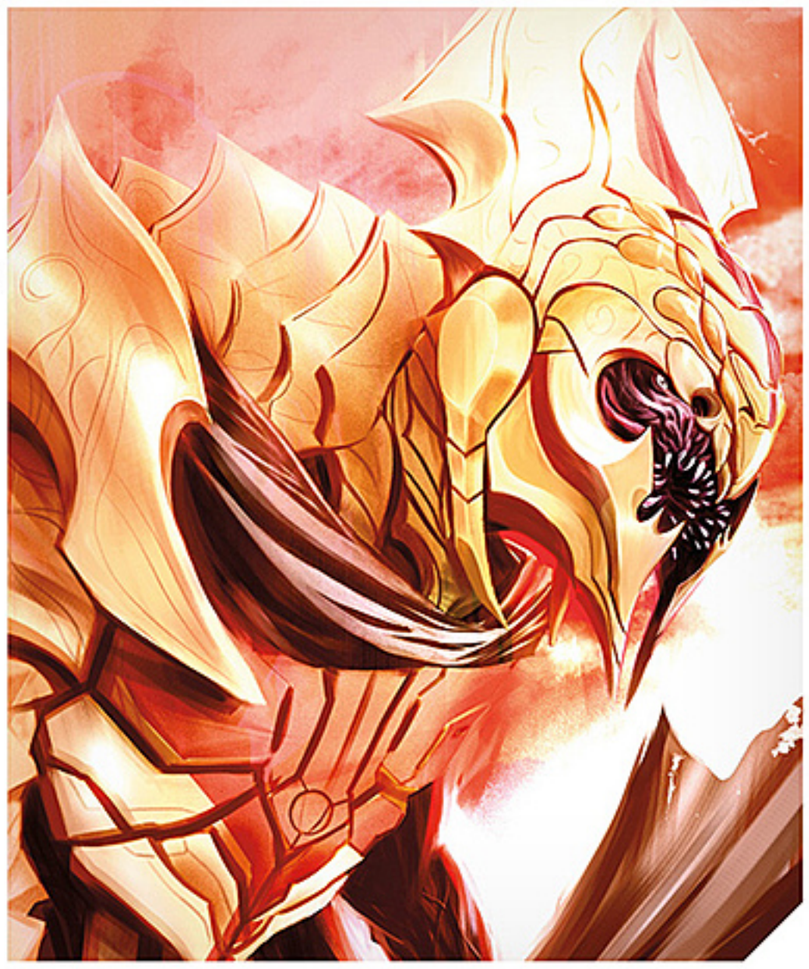
SHADOW_01010110

BREAKING SHADOW

SOPERADA'MAKRA	
HEIGHT: 7ft 4in (223.5cm)	**WEIGHT:** 198lbs (89.8kg)
BIRTH PLACE: Dreadnought	**DATE OF BIRTH:** 1018 BCE

When the events at Codisfold proved the Dreadnought was assailable by the Sangheili, Breaking Shadow and Ushering Dusk were the only Keepers of the Dawn lobbying for peace. The wounds of the Sangheili infiltration were staggering. Fueled by rage, however, Pervading Stone incited the San'Shyuum to continue their campaign of extermination once suitable repairs could be made, even secretly ordering the assassination of Dusk to remove any obstacles. When the Sangheili suddenly began to employ Forerunner weapons against the Dreadnought, however, the fragility of the San'Shyuum's efforts began to manifest once more, leading many to side with Shadow. Despite this, Stone remained unwavering in his zeal to wipe out the Sangheili, and quickly moved to strike Sanghelios. This proved foolish, however, when the Sangheili finally brought down the Dreadnought, trapping it on the moon of Suban. Before they could strike, Shadow led a handful of San'Shyuum to overthrow Stone, hoping to offer truce to their enemies.

PELAHSAR_01010110

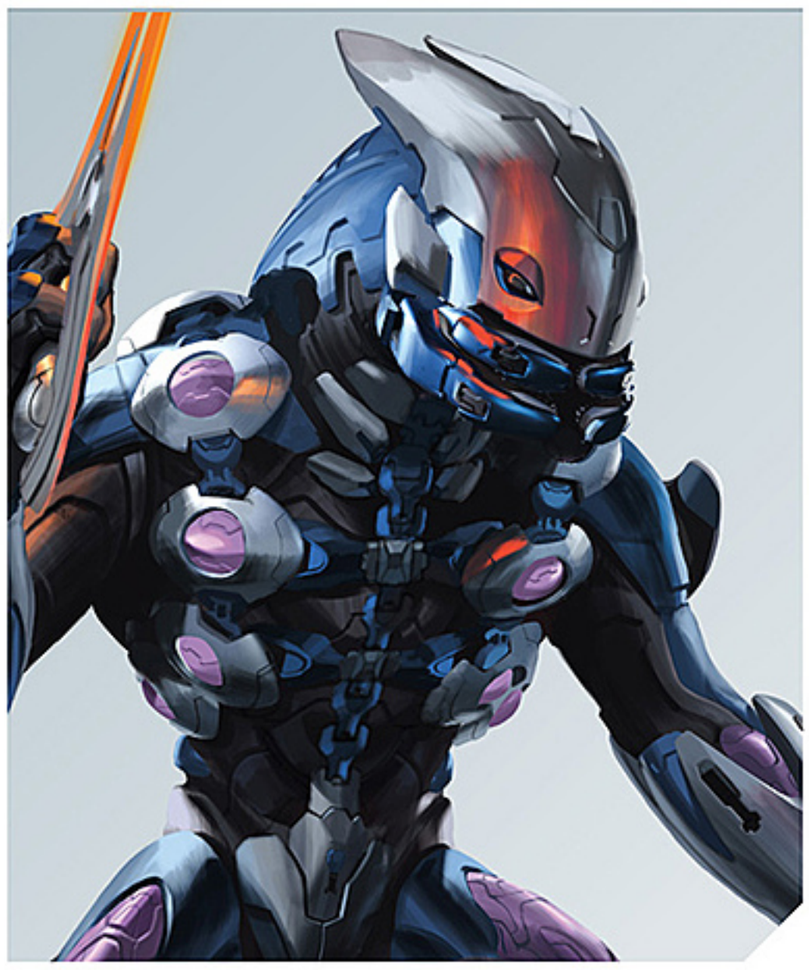


PELAHSAR THE STRIDENT

PELAHSAR 'ORLAM	
HEIGHT: 8ft 1in (246.4cm)	**WEIGHT:** 329lbs (149.2kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** 921 BCE

Pelahsar the Strident was born the son of Mhelaat 'Orlam, the First Kaidon, who spoke for all Sanghelios. It was 'Orlam who first advocated the careful reverse-engineering of the Sangheili's own Forerunner artifacts, arguing it was the only way to ensure the Sangheili's survival and prevent the San'Shyuum from desecrating the artifacts themselves. The initial resistance was violent and even fatal for 'Orlam, leading to his assassination. Pelahsar, however, remained undaunted, and pressed forward with the first Forerunner-derived weapons test on a newly engineered vessel–a man o' war named *Reckless Pursuit*. The success of this test shifted public opinion and forever changed the course of Sangheili history. These same weapons would bring down the Dreadnought in its desperate strike against Sanghelios, eventually leading to peace negotiations between Pelahsar, as the newly appointed First Kaidon, and the Prophet Breaking Shadow. With the penning of the Writ of Union, the Covenant would come into existence.

USSA_01010110



KAIDON OF REFUGE

USSA 'XELLUS	
HEIGHT: 7ft 9in (236.2cm)	**WEIGHT:** 297lbs (134.7kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** 918 BCE

An accomplished commander before the formation of the Covenant, Ussa 'Xellus led the Sangheili against the San'Shyuum during the War of Beginnings. One of his most notable campaigns took place on Anvarl, a Forerunner world known as the "Planet of Blue and Red," where Ussa's forces were able to withstand a formidable attack by the San'Shyuum. After the War of Beginnings, Ussa opposed the Writ of Union, feeling that the Covenant would inevitably make the Sangheili subservient to the San'Shyuum. Refusing to comply with the agreement between the species, he took his followers, known as Ussans, and fled the fledgling empire to the enigmatic Shield World 0673, a Forerunner installation they would call the Refuge. Following a brief conflict with Covenant forces looking to stamp out their rebellion, Ussa worked alongside the shield world's monitor to initiate a feigned self-destruct, driving out the Covenant presence permanently, while keeping the Ussans safe and secluded for many centuries.

MKEN_01010110

PROPHET OF INNER CONVICTION

MKEN 'SCRE'AH'BEN	
HEIGHT: 7ft 5in (226.1cm)	**WEIGHT:** 179lbs (81.2kg)
BIRTH PLACE: Dreadnought	**DATE OF BIRTH:** 957 BCE

Serving in a leadership role with the San'Shyuum during their protracted war with the Sangheili, High Lord Mken 'Scre'ah'ben was dedicated to the study and understanding of his people's history and its intersection with that of the Forerunners. Mken maintained bold and progressive stances on key elements of their culture, including the desire to work more closely with the Sangheili. In the early years following the formation of the Covenant, Mken was tasked with quelling a dissenting faction of Sangheili led by Ussa 'Xellus, a formidable military commander whom Mken had observed in a pivotal skirmish nearly a decade earlier. Mken would eventually locate Ussa and his followers, who had established a settlement on a secret Forerunner installation. Ultimately, Mken chose negotiation tactics that resulted in the Ussans surviving, sequestered off from the rest of the Covenant. Mken turned a blind eye to potential gain and glory for the sake of letting his enemy live in undisturbed peace.

COVENANT SPACESHIPS //

NAVAL PRESENCE

COVENANT STARSHIPS ARE MULTI-ROLE VESSELS THAT SERVED THE EMPIRE IN BOTH CIVIL AND MILITARY TASKS, SHIPS PRIMARILY ORGANIZED BY THE PRESTIGE OF THEIR ASSIGNED PURVIEWS AND THE GLORY REQUIRED TO TAKE COMMAND.

GLASSING_01010110

DESIGNATIONS

During the war, humans loosely classified Covenant vessels according to three-letter ship designations reflecting internal mission codes. This, however, was only a rough approximation for what was known as "ship class." In the aftermath of the conflict, Sangheili allies revealed that the underlying framework for naval classification was heavily driven by the Covenant's order of purpose: first in exploration, second in conversion, third in dominion, and then finally, if necessary, in outright warfare. Despite this seemingly innocuous schema, all Covenant ship classes represented devastatingly powerful warships.

ADVOCATES: As the core of the Covenant fleets, advocates were frontline warships with crews hungry for both honor and victory. They carried out the orders of their commanders without question or delay.

ATTACK SHIPS: Ignored by Sangheili fleetmasters outside of their diversionary benefits, attack ships were often helmed by those who were more obsessed with the acquisition of wealth, than the glory of battle.

CONSERVATORS: Functioning as squires for pilgrim ships, missionaries, and emissaries from High Charity, conservators are conventional warships given an elevated purpose and greater degree of prestige.

COADJUTORS: Special-purpose vessels originally built for the ecclesiarchy, the initial role of coadjutors was obscured in record, many of them eventually serving exclusively as escorts and occupation security.

EXAMINERS: Crewed by warriors blooded in conflict and of undisputed fervor, examiners were powerful warships commissioned in times of great need and allocated only to those who had proven themselves.

EXARCHS: Lords and masters of their domains, exarchs were the largest and most formidable vessels ever built to serve the Covenant, and the opportunity to serve in their crew was an unimpeachable honor.

EXECUTIONERS: The executioners of the Covenant navy had no role except for violence and no prescribed goal beyond military expediency, so vicious and ruthless in design that even their manufacture was rationed.

PROCURATORS: Support ships such as procurators contain assembly forges, provide food for massive resource outposts, and house the Huragok needed for repair of vital Forerunner machines.

DESIGN PATTERNS

Each Covenant ship is assembled following extremely sophisticated templates known as "patterns." Without specialized intelligences to manage their complexity, they are cumbersome to modify, subject to mutations and unpredictable replication errors, and sensitive to any variation with input materials. The Covenant enforced strict controls over patterns to minimize problems, but every ship is still unique in terms of internal layout and system configuration once fully equipped.

SHIP NAMES

Covenant ships are given titles drawn from history, myth, and scripture, often with some significance to the era in which it was built and the reason for its construction. Ships remain in service for generations, and gain glory solely through the actions of their crew.

NAVAL WEAPONS

The firepower of even small Covenant warships is often overwhelming for most enemy defenses. Most of their weaponry uses a combination of directed energy focused with incredible precision. The most powerful are tight, searing beams of energy, while lesser plasma emissions are weak enough to be guided and bent toward targets using invisible fields of magnetic and gravitic energy.

PLASMA_TORPEDOES_01010110

EXCAVATION BEAM

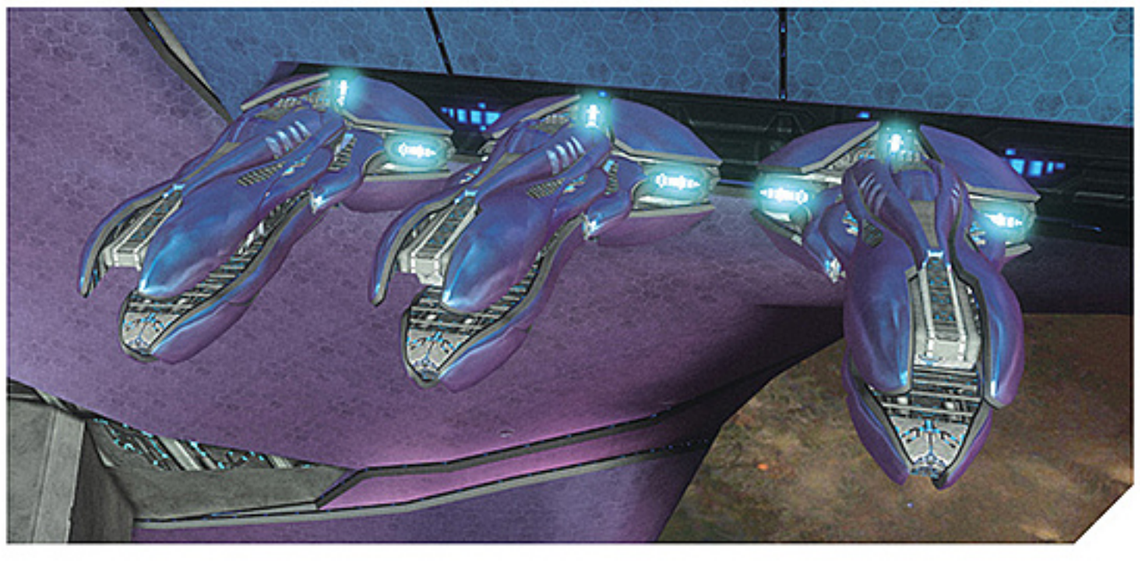
The extraordinarily devastating excavation beams of Covenant warships are a combination of massive plasma generators and focusing arrays that can channel the entire plasma output of a pinch-fusion reactor into a single spire of ravenous fire. The beams can be used to delicately extract Forerunner artifacts hidden beneath a world's surface or to bombard an entire world with plasma until all that remains is a sea of glass.

PLASMA LANCE

An ultra-heavy plasma cannon that fires tightly focused streams of high-velocity plasma, doing extensive damage with a combination of thermal and kinetic effects that can cut unshielded enemy ships in half.

PLASMA EMITTERS

Scaled-down plasma lances are used on larger warships as general-purpose, anti-ship weapons. They emit continuous beams of blistering plasma capable of boring into a world in search of Forerunner artifacts.



PLASMA_CANNONS_01010110

PLASMA CANNONS

Rapid-fire plasma cannons may launch bolts of plasma at much slower velocities in order to conserve energy, but their utility is in barrage attacks and suppressive screens, creating deadly walls of white fire.

PLASMA BEAMS

Often paired with dedicated augur arrays, these small plasma projectors are primarily used for anti-strikecraft defense, able to pick out and destroy dozens of targets in quick succession.

PULSE LASERS

Directed-energy weapons employed in both anti-strikecraft and anti-warship roles, pulse laser systems have relatively low rates of fire, but their concentrated stream of energy can easily breach battle plating.

PLASMA TORPEDO

Plasma torpedo cores contain and envelop plasma siphoned from the pinch-fusion reactors at launch, and are guided to the target through a command link with the launching ship, violently detonating on impact.

BOMBARDMENT MORTAR

Powerful, but largely indiscriminate plasma-bombardment systems capable of launching an unrelenting hailstorm of plasma mortar shells on an enemy's territory during a protracted siege.

GLASSING

The destruction of a location using superheated plasma and powerful energy projectors is known as glassing. The heat from the bombardment is so great that nearly all objects at the impact point melt away and the underlying is soil vitrified, creating vast swaths of lechate-lierite often referred to by humans as glasslands. At the center of a given blast (or blast-trail) absolutely nothing survives–everything is reduced to a smoking, lifeless wound on the planet's surface up to a hundred meters deep. Further from the center of impact, destruction is caused by radiant heat and concussive shockwaves. Despite what appeared to be merciless violence to humanity, the glassing of entire continents and the boiling off of oceans was as much a statement of religious conviction as of military expedience: the cleansing of the world was seen as a justified expression of righteous zeal, in addition to it utterly decimating enemy morale.

COVENANT SPACESHIPS //

COVENANT CARRIERS

GRAND AND ILLUSTRIOUS SHIPS OF THE LINE, CARRIERS COMMANDED LESSER VESSELS AND SERVED AS THE CENTRAL HUBS OF RELIGIOUS AND ADMINISTRATIVE FUNCTIONS WITHIN THEIR RESPECTIVE FLEETS.

POWER AND PRESENCE

Linked together in a hierarchy of mutual dependence, Covenant carriers were vital in that they held the bulk of a fleet's food supply, housed the clerical authorities responsible for religious ceremony, and contained the small assembly forges necessary for routine repairs. In battle they uplifted their lessers, clearing the skies and space of nuisance strikecraft and auxiliary ships, enabling the rest of the fleet to concentrate on destroying more worthy and honorable targets.

ASSAULT_CARRIER_01010110

ASSAULT CARRIER

SPECIFICATIONS
PATTERN: *Syfon*
ENTERED SERVICE: Third Age of Discovery
LENGTH: 17,541ft (5,347m)
MASS: 2.7 billion tonnes
ARMAMENT: 1x Infernus-pattern superheavy excavation beam, 2x Urpeon-pattern superheavy plasma lances, 8x Luxor-pattern heavy plasma beam emitters, 24x Mictix-pattern heavy plasma torpedo silos, 700 Ferriel-pattern pulse lasers

COMMAND_BRIDGE_01010110

Among the deadliest weapons wielded by the Prophets in their war against humanity, assault carriers were consummate examiner warships designed to endure long occupations. Each was a potent instrument of conversion and compliance, capable of deploying thousands of troops and numerous fighter craft, backed by a powerful prow-mounted cleansing beam that could burn entire continents to ash and glass. Assault carriers were utilized with great frequency during the Covenant's War of Annihilation, dominating the skies of worlds which would smolder long after they had departed.

SHADOW OF INTENT

A legendary assault carrier that once boasted legions of warriors, *Shadow of Intent* played a pivotal role during the Great Schism and the Covenant's final defeat. After seizing it from a Jiralhanae task force intent on wiping out all Sangheili, Rtas 'Vadum assumed command of the vessel, bringing it to Earth, where he allied with humanity and pursued the Covenant to the Ark, ultimately halting their efforts to activate Halo. In the wake of the Covenant's destruction, *Shadow of Intent* joined the Arbiter and his Swords of Sanghelios, making war against any that threatened their people. Eventually, they set out to hunt down the last of the San'Shyuum and bring those who fled their crimes to justice.

SUPERCARRIER_01010110

SUPERCARRIER

SPECIFICATIONS
PATTERN: *Sh'wada*
ENTERED SERVICE: Fourth Age of Conversion
LENGTH: 95,014ft (28,960m)
MASS: 152 billion tonnes
ARMAMENT: 1x Lux-pattern superheavy excavation beam array, 12x Urpeon-pattern superheavy plasma lances, 20x Ukk'Wa-pattern heavy plasma beam arrays, 80x Luxor-pattern heavy plasma beam emitters, 32x Mictix-pattern heavy plasma torpedo silos, 800x R'Aka-pattern rapid-fire pulse lasers, 490x Ferriel-pattern pulse lasers

Among the largest vessels ever built by the Covenant, supercarriers had more in common with heavily militarized city-fortresses than with conventional warships. Their enormous size allowed them to operate as a command-and-control center, supplying multiple fleets and governing entire provinces of the empire if so desired. Within their enormous frames, a supercarrier carried an army of zealots capable of single-handedly overwhelming any human world. They were not only a warship, but a visible omen of guaranteed destruction.

SOLACES_END_01010110

LONG NIGHT OF SOLACE

Flagship of the Fleet of Valiant Prudence, *Long Night of Solace* was the pride of the Devoted Sentries, the Covenant's special archaeological research and retrieval task force. No matter what obstacles lay in its path, it was their divinely ordained mission to discover, acquire, and secure holy relics, a task which had been done for hundreds of years without one failure. But for all their cunning and piety, the fleet made a colossal miscalculation in attempting to jump ahead of the main Covenant armada to seize the invaluable cache of Forerunner reliquaries located on Reach. While the ship hovered over the planet, gloating in their nigh-invulnerability as the Sentries scoured the surface, they allowed a commandeered corvette to approach too close to the *Solace*, not detecting the unstable slipspace drive carried aboard until it was too late.

LIGHT CARRIER

SPECIFICATIONS	
PATTERN: *Ruma*	**ENTERED SERVICE:** Eighteenth Age of Doubt
LENGTH: 9,843ft (3,000m)	**MASS:** 272 million tonnes
ARMAMENT: 2x Ignis-pattern plasma lances, 7x Morfen-pattern plasma cannons, 8x Argament-pattern plasma torpedo silos, 75x Pol-pattern pulse lasers	

Rarely encountered far from the depots and harborages that sheltered the largest Covenant fleets, light carriers served as a troop transport, strikecraft tender, and flagship for reserve forces. Lacking the offensive power and slipspace speed of other vessels of similar mass, these carriers were typically crewed by neophyte shipmasters, requiring duties that tested their skills, devotion, and patience before promotion. Their strikecraft complement was not attached to a given light carrier for long, as fresh pilots are rotated to other ships and replaced by battle-weary veterans. The most fascinating of these was easily *Ascendant Justice*, lost to the humans shortly after the destruction of Halo and used to exact their strike against Unyielding Hierophant, a desperate maneuver that ultimately proved catastrophic to the empire.

COVENANT SPACESHIPS //

COVENANT CRUISERS

SLEEK AND EVER-VIGILANT COVENANT CRUISERS HUNT DOWN AND NEUTRALIZE NAVAL THREATS LIKE A DEVOURING THRONG OF PREDATORS, WITH SILHOUETTES REMINISCENT OF LARGE MARINE CREATURES FOUND ON SANGHEILI COLONY WORLDS.

A GATHERING STORM

Cruisers are the iron heart of the Covenant fleet, often greatly outnumbering all other ship classes. Their ubiquity belies their deadliness, with weapon capabilities that can easily bring worlds into submission and populations to the brink of extinction. In every major conflict and occupation campaign waged by the Covenant, cruisers have played a decisive role, making the sound of their arrival a clear death knell to the those unfortunate enough to dwell below.

BATTLECRUISER_01010110

BATTLECRUISER

SPECIFICATIONS
PATTERN: *Ket*
ENTERED SERVICE: Seventh Age of Reclamation
LENGTH: 5,846ft (1,782m)
MASS: 90.7 million tonnes
ARMAMENT: 1x Profero-pattern excavation beam, 1x Ignis-pattern plasma lance, 42x Sono-pattern plasma cannons, 16x Serpens-pattern plasma torpedo silos, 50x Gon-pattern pulse lasers

Produced in vast quantities by dozens of shipyards across Covenant space, the battlecruiser is a workhorse design that serves a wide variety of functions for the Covenant navy, with a robust litany of patterns that still see regular modification. Its sleek, formidable silhouette is immediately recognizable to most, filling the skies like a dark blanket of doom. Although *Ket* and *Elefen* patterns dominate all other battlecruiser designs, they have also deeply influenced other cruisers, likely due to their success against the humans, and the innumerable campaigns conducted in past ages.

INQUISITOR_01010110

PIOUS INQUISITOR

Perhaps the most intriguing of battlecruisers, *Pious Inquisitor* was violently taken by the Jiralhanae during the Great Schism, yet eventually lost to the renegade Sangheili of the Fleet of Retribution and sent to Sanghelios to silence those still loyal to the Prophets. After the initial conflicts subsided, *Inquisitor* was once again stolen, this time by the Servants of the Abiding Truth. However, when it was entrusted to a Kig-Yar crew, it did not take long for it be sold to the highest bidder, this time human rebels, desperate to use the ship to glass Earth. During a fight to seize the vessel between Kig-Yar and humans, the shipmistress set the *Inquisitor*'s plasma torpedoes to self-destruct, an act which ultimately destroyed the vessel.

HEAVY_CRUISER_01010110

HEAVY CRUISER

SPECIFICATIONS
PATTERN: *Varric*
ENTERED SERVICE: Third Age of Conflict
LENGTH: 9,843ft (3,000m)
MASS: 200 million tonnes
ARMAMENT: 1x Phar-pattern excavation beam, 1x Ventrax-pattern heavy plasma lance, 3x Felo-pattern plasma beam emitters, 48x Melusean-pattern heavy plasma cannons, 16x Qur-pattern plasma torpedo silos, 16x Fet-pattern plasma bombardment mortars, 80x Phot Et-pattern pulse lasers

Heavy cruisers were originally produced to weather the violent civil wars which defined early ages of Covenant history, as the hegemony took shape through seasons of slaughter and submission. The examiner class held the most prodigious accolades of all heavy cruisers in circulation at the close of the Covenant's war with the humans, having become a symbol of ancient honor and deference. In the years since the empire's end, however, many are now in the service of mercurial warlords who are far more pragmatic than pious. The ferocity of its armament and its native defensive measures leave little room to question why.

ARMORED CRUISER

SPECIFICATIONS
PATTERN: *Maugen*
ENTERED SERVICE: Fifth Age of Reclamation
LENGTH: 6,562ft (2,000m)
MASS: 122 million tonnes
ARMAMENT: 1x Excellen-pattern excavation beam, 22x Morfen-pattern plasma cannons, 6x Argament-pattern plasma torpedo silos, 60x Gon-pattern pulse lasers

Before being supplanted by the emerging battlecruiser patterns of latter years, the Covenant's armored cruiser served as the empire's foremost missionary and compliance warship for centuries. Its ensuing obsolescence led to many being churned into feedstock for assembly forges, while others were shamefully allocated to menial roles among reserve fleets or simply mothballed. When the Covenant unexpectedly fell, ambitious personalities resurrected these titans to serve a new purpose.

ARMORED_CRUISER_01010110

LIGHT CRUISER

SPECIFICATIONS
PATTERN: *Zanar*
ENTERED SERVICE: Sixth Age of Conflict
LENGTH: 984ft (300m)
MASS: 190,000 tonnes
ARMAMENT: 2x Erex-pattern plasma beam emitters, 6x Sintra-pattern plasma torpedo silos, 4x Pok-pattern beam lasers

Originally employed for patrol and security within Covenant space, light cruisers were designed not primarily for naval combat but for localized edict and policy enforcement. During the war with the humans, some proved surprisingly effective, leading many naval commanders to reconsider adding them to their numbers, even if simply for fleet security. Raiding an imperial moon long ago orbited by High Charity, Jul 'Mdama's Covenant secured dozens of light cruisers for his siege of Requiem, an extraordinary boon that would prove indispensable.

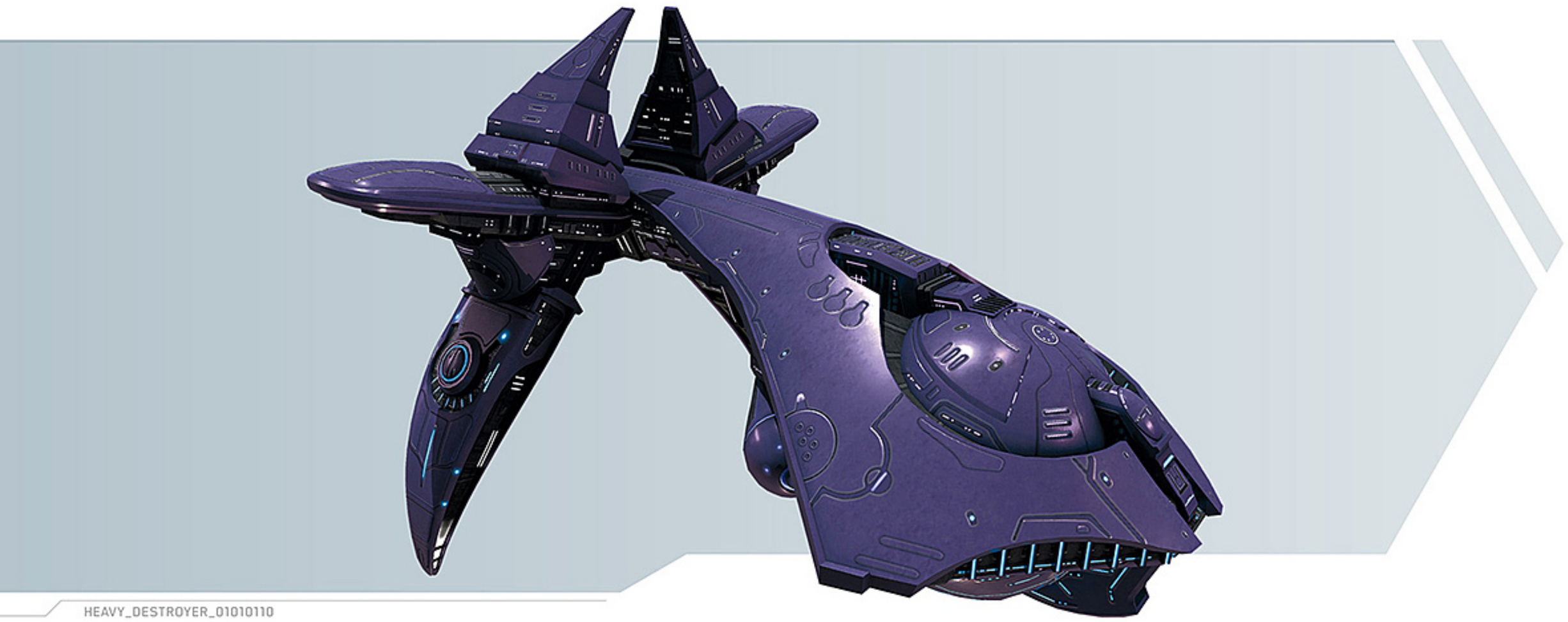
COVENANT SPACESHIPS //

COVENANT WARSHIPS

ALTHOUGH THE TERM "WARSHIP" WAS HUMAN PARLANCE THAT COULD BROADLY REFERENCE NEARLY ALL COVENANT CAPITAL SHIPS, ONLY A HANDFUL OF CLASSES WERE UNAMBIGUOUSLY FASHIONED FOR THE SOLE PURPOSE OF DESTRUCTION.

WITHOUT ANY MERCY

Covenant ships explicitly designed to violently enforce the resolutions of the Prophets, whether a display of raw power or the total liquidation of threats, typically maintained a great distance from core worlds, especially High Charity. Committed to long-range expeditionary fleets and security detail at the periphery of Covenant space, those in leadership thought it best to keep the Covenant's greatest naval weapons at a safe distance. Their dark presence was a sobering reminder of the just and appointed fate for all those who refused to walk the Path.



HEAVY_DESTROYER_01010110

HEAVY DESTROYER

SPECIFICATIONS
PATTERN: *Sinaris*
ENTERED SERVICE: Second Age of Conflict
LENGTH: 5,459ft (1,664m)
MASS: 115 million tonnes
ARMAMENT: 1x Infernus-pattern superheavy excavation beam, 2x Aljordan-pattern plasma beam emitters, 24x Melusean-pattern heavy plasma cannons, 6x Jaet-pattern plasma torpedo silos, 40x Carnax Et-pattern plasma bombardment mortars, 20x Gon-pattern pulse lasers

Capable of unparalleled firepower, the heavy destroyer is one of the deadliest ships ever forged by a Covenant shipyard, an unrelenting engine of violence and destruction typically crewed by shamed, forsaken warriors who were twisted of mind and deemed unsuitable for service in the conventional fleets. Executioner vessels like these were capable of single-handedly crushing an entire human fleet, leaving nothing in its wake but a grave of unrecognizable debris and bodies. The heavy destroyers that survived High Charity's devastation and the chaotic toll of the Great Schism, now serve splinter factions as mercenary ships or brutal reavers, enforcing the wills of those who command them.

LIGHT DESTROYER

SPECIFICATIONS
PATTERN: *Wik*
ENTERED SERVICE: Fourth Age of Conflict
LENGTH: 4,921ft (1,500m)
MASS: 99.7 million tonnes
ARMAMENT: 1x Infernus-pattern superheavy excavation beam, 2x Aljordan-pattern plasma beam emitters, 24x Melusean-pattern heavy plasma cannons, 6x Jaet-pattern plasma torpedo silos, 40x Carnax Et-pattern plasma bombardment mortars, 20x Gon-pattern pulse lasers

A smaller but no less deadly cousin of the heavy destroyer, this executioner-class ship supplemented cleansing and artifact-retrieval operations on already-devastated worlds, silently stalking the orbital graveyard looking for survivors. They were deployed for both reconnaissance and to eradicate any enemy vessels seeking to escape. Although their crews were considered weak in their faith by those in authority, they were allowed a second chance to prove their worth and clarity of conviction in the Great Journey.

ARMORED_FRIGATE_01010110

ARMORED FRIGATE

SPECIFICATIONS
PATTERN: *Ester*
ENTERED SERVICE: Third Age of Discovery
LENGTH: 3,280ft (1,000m)
MASS: 34 million tonnes
ARMAMENT: 1x Baen Ka-pattern plasma lance, 2x Enteros-pattern plasma beam emitters, 30x Sey-pattern plasma cannons, 4x Phot Et-pattern pulse lasers.

Although not commonly witnessed during the War of Annhilation, the armored frigate was well-used in second-line roles for internal security and mop-up operations that surveyed and recorded devastated worlds when the main forces had already moved on. By Covenant standards, they were somewhat unremarkable, though its plasma lance was of an unusually high-grade considering the ship's rating and reputation. Armored frigates were useful to the Covenant even in its last hour.

BATTLESHIP

SPECIFICATIONS
PATTERN: *Kewu*
ENTERED SERVICE: Ninth Age of Reclamation
LENGTH: 11,483ft (3,500m)
MASS: 500 million tonnes
ARMAMENT: 1x Muesh-pattern flensing lance turret, 10x Luxor-pattern heavy plasma beam arrays, 55x Phot Et-pattern pulse lasers

Seemingly purpose-built to destroy other Covenant warships, the battleship was officially commissioned by an unlikely organization—the Ministry of Concert—who were normally tasked with ensuring the smooth governance and orderly subjugation of low-caste species. The design breaks many conventions of naval architecture and pattern approvals, but it was blessed by the hierarchs in a highly unorthodox process.

INTERDICTOR

SPECIFICATIONS	
PATTERN: *Rasus*	**ENTERED SERVICE:** Twenty-third Age of Doubt
LENGTH: 6,562ft (2,000m)	**MASS:** 90 million tonnes
ARMAMENT: 12x Worthy Fire relic lances, 10x Luxor-pattern heavy plasma beam emitters, 24x Melusean-pattern heavy plasma cannons, 4x Jaet-pattern plasma torpedo silos, 110x Reskuk-pattern pulse lasers	

Built around an array of ancient and puissant weapon-cores, each interdictor was a mobile altar dedicated to delivering the wrath of the Forerunners on heretics, disobedient god-machines, and any Covenant fleet that strayed too far from the light of High Charity. Known as a super-destroyer, this vessel was impossible to replicate without a new trove of appropriate weapon-cores. Tragically, the early loss of *Heaven's Brilliant Bier* came at the hands of a ragtag human fleet.

FIRESHIP

SPECIFICATIONS	
PATTERN: *Rothen*	**ENTERED SERVICE:** Twentieth Age of Discovery
LENGTH: 1,246ft (380m)	**MASS:** 640,000 tonnes
ARMAMENT: 1x N'nap-pattern heavy plasma lance, 3x Felo-pattern heavy plasma beam emitters, 6x Mixal-pattern plasma beam emitters	

FIRESHIP_01010110

Effectively the "knives" of fleetmasters who are fortunate enough to have them in their service, fireships are Covenant torpedo boats, capable of delivering blows far exceeding their mass, though unable to engage in sustained battle. Barely habitable and lacking hangars, gravity lifts, and even living quarters, fireships sacrifice every spare cubic meter for the sake of its oversized energy projector and pulsed power systems. Uncomfortable and even deadly due to the proximity to unshielded plasma systems, service on these vessels was a punishment for heretics and those who lost favor in bureaucratic engagements, with only the commander, drawn from among the zealots and holding a position of honor.

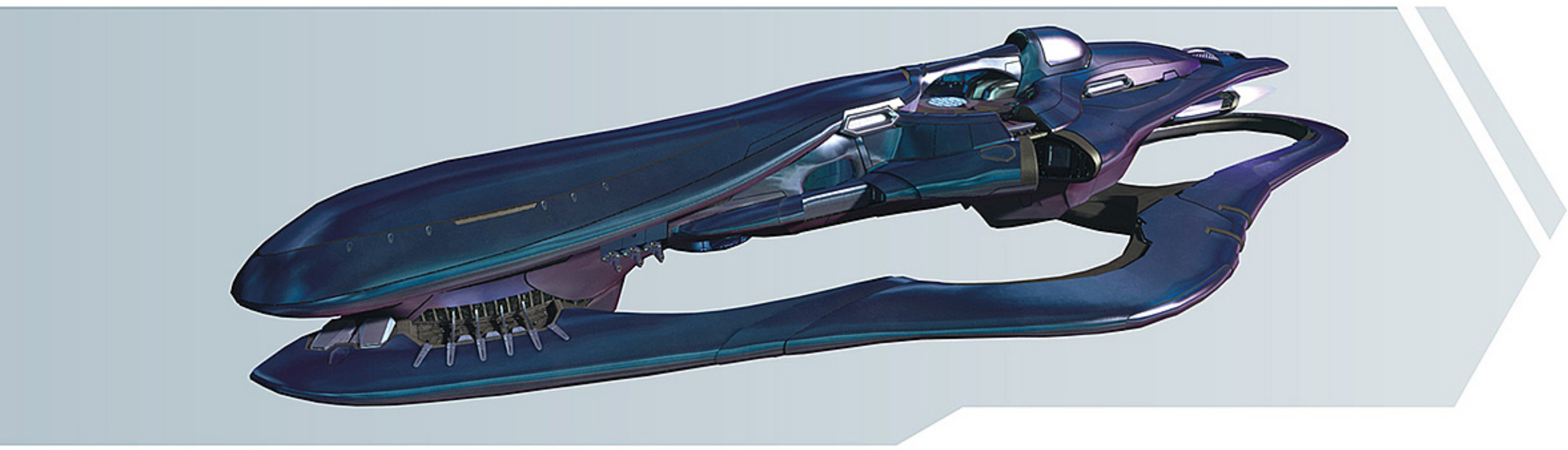
COVENANT SPACESHIPS //

FLEET SUPPORT

SAVE FOR THE LARGEST OF COVENANT SHIPS, MOST VESSELS COULD OPERATE IN ESCORT ROLES, BUT ONLY A HANDFUL WERE RETAINED FOR THIS PURPOSE WITH NEAR EXCLUSIVITY, PROVIDING RECON AND SUPPORT IN THE SHADOW OF ITS FLAGSHIP.

UNSUNG INFLUENCE

Originally created for a variety of functions, corvettes and other support vessels were historically tasked with protracted campaigns that focused on the surveying of Forerunner reliquary sites and the deployment of small artifact-retrieval teams to evade any active defensive measures. In the war against humanity, they were pressed into the role of fleet escort by protecting larger capital ships in frontline combat, conducting long-range reconnaissance, and even meeting the most practical and rudimentary needs of a fleet, such as basic provisions of food, water, and respite.



HEAVY_CORVETTE_01010110

HEAVY CORVETTE

SPECIFICATIONS	
PATTERN: *Ceudar*	**ENTERED SERVICE:** Twentieth Age of Discovery
LENGTH: 3,135ft (956m)	**MASS:** 8 million tonnes
ARMAMENT: 6x Melusean-pattern heavy plasma cannons, 16x Carnax Nu-pattern plasma bombardment mortars, 11x Phot-pattern pulse lasers	

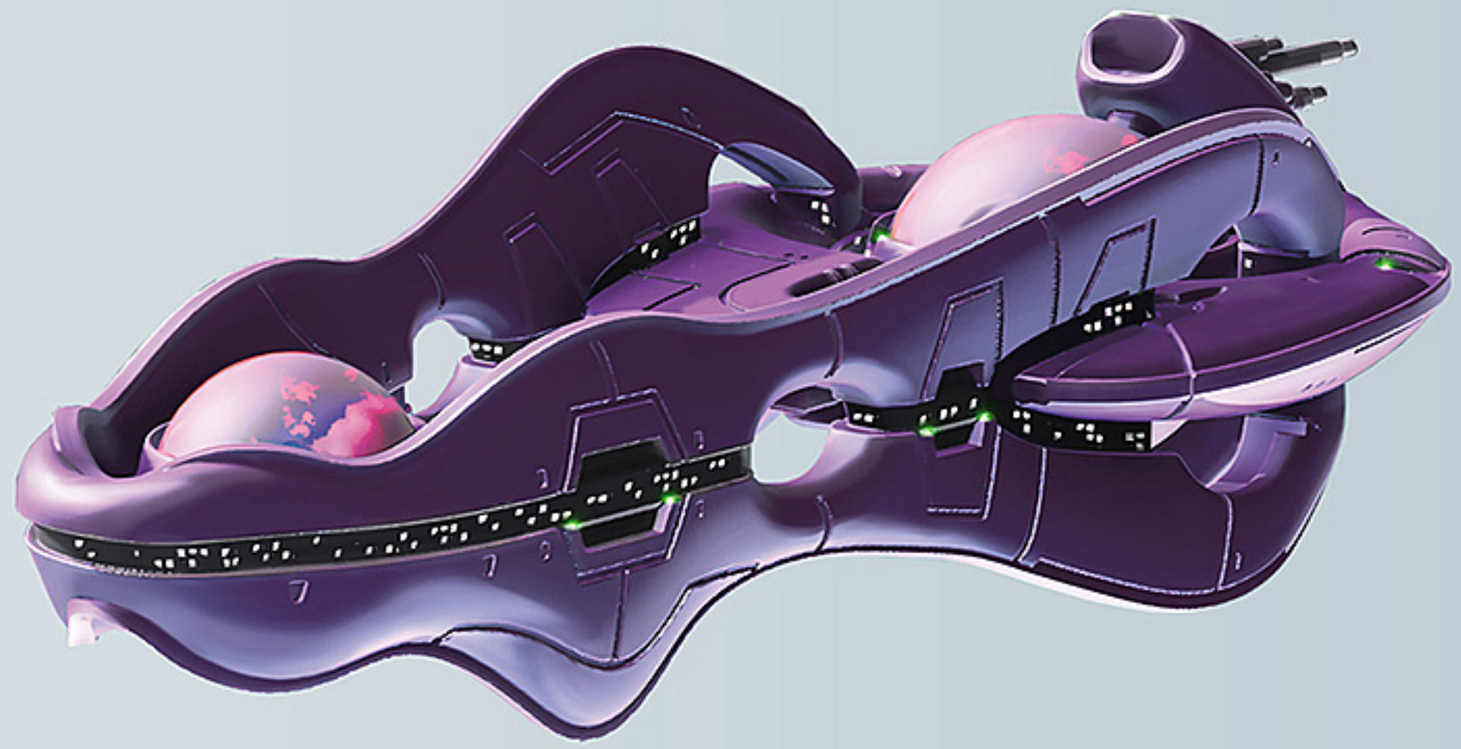
CORVETTE_BRIDGE_01010110

Mass-assembled during an earlier era of glorious exploration, heavy corvettes traveled to distant stars, charted dangerous slipspace routes, and fought any who resisted the light of the Prophets' truth. During the War of Annihilation, they proved more than capable of engaging human frigates and helping facilitate campaigns of occupation and interdiction. Although small and lightly armed, heavy corvettes can deploy fighters in fleet battles, screening support ships from enemy fast-attack craft; suppressing groundside targets; and even conduct independent operations as scouts and raiders. The *Ceudar* is among the most nimble and discreet pattern of heavy corvette, with repulsor engines of peerless efficiency and Ushab-pattern stealth generators, which renders them almost invisible to both human and Covenant long-range sensors. These traits make them extraordinarily valuable and coveted in the postwar period, particularly by pirate raiders and rebels.

LIGHT CORVETTE

SPECIFICATIONS	
PATTERN: *Makar*	**ENTERED SERVICE:** Third Age of Reclamation
LENGTH: 1,591ft (485m)	**MASS:** 5 million tonnes
ARMAMENT: 1x Arkan-pattern plasma beam emitter, 4x Melusean-pattern heavy plasma cannons	

Light corvettes were rarely encountered during the war with the humans, silently trailing fleets both to locate Forerunner artifacts with a Luminary, and monitoring their own forces for any signs of disloyalty. Their Ushab-pattern stealth shroud was an ingenious combination of distortion screens and a multispectral hypersink, which rendered the ship practically invisible to long-range sensors indiscriminate of originating species.



AGRICULTURAL_SUPPORT_SHIP_01010110

AGRICULTURAL SUPPORT SHIP

SPECIFICATIONS
PATTERN: *Mjern*
ENTERED SERVICE: Third Age of Reclamation
LENGTH: 5,085ft (1,550m)
MASS: 82 million tonnes
ARMAMENT: 12x Melusean-pattern heavy plasma cannon arrays, 8x Jaet-pattern plasma torpedo silos, 20x Pallio-pattern pulse lasers

The Covenant had no conception of "noncombatant" starships, and even their supply and support ships could carry out military tasks, if needed. Agricultural support vessels provided fresh food, water, recreational opportunities, and replacement parts, among other valuable support functions. Each was under the command of a Minor Prophet who reported directly to the High Council and effectively served as a religious authority, logistics coordinator, and mediator for the fleet's supreme commander.

STORM_CUTTER_01010110

STORM CUTTER

SPECIFICATIONS	
PATTERN: *Mutan Et*	**ENTERED SERVICE:** Sixth Age of Conflict
LENGTH: 738.2ft (225m)	**MASS:** 41,000 tonnes
ARMAMENT: 4x Emri Ka-pattern light plasma lances, 4x Enteros-pattern plasma beam emitters, 4x Phot Et-pattern pulse lasers	

Relentless and elusive, storm cutters were light attack ships used by the Covenant and its successor factions. During the war, these vessels operated as scouts and strikecraft tenders, which prowled in hunter-killer teams at the far edges of major fleet engagements, assisting larger vessels on mopping up any surviving enemy craft. However, many of the remaining ships have now fallen into the rapacious claws of Kig-Yar pirates, used to harass and raid anyone careless enough to wander into their space.

ESCORT_SHIP_01010110

ESCORT SHIP

SPECIFICATIONS	
PATTERN: *Akton*	**ENTERED SERVICE:** Fourth Age of Abandonment
LENGTH: 2,296.6ft (700m)	**MASS:** 5.5 million tonnes
ARMAMENT: 12x Sintra-pattern plasma torpedo silos, 6x Phot-pattern pulse lasers	

Although a vessel for shamed warriors who donned the mantle of protectors and shepherds after a fall from grace, conservator-class escorts are a welcome sight for the defenseless in any Covenant system. In the current time of war and redemption, they continue to attend to noble fleets and protect the travel of merchants and pilgrims against opportunistic pirates and greedy warlords.

COVENANT SPACESHIPS //

SANGHEILI WARSHIPS

FOLLOWING TRADITIONAL DESIGNS ONCE HANDED DOWN BY ELDERS FOR COUNTLESS GENERATIONS, THE SANGHEILI WARSHIPS THAT EMERGED IN THE WAKE OF THE COVENANT'S DEMISE REFLECT PATHS AND PURPOSES LONG FORGOTTEN.

ANCIENT PATTERN

The war against humanity and the Great Schism decimated the Covenant fleets, and the turbulent civil strife which followed on Sangheili worlds destroyed much of whatever had survived. In desperation, the factions which slowly emerged to fill its power vacuum turned to converted transports, half-completed vessels pulled from now-shattered assembly forge yards, and the fabled and storied warships of ancient Sangheili fleet ossuaries.

MAN_O'_WAR_01010110

MAN O' WAR

SPECIFICATIONS
PATTERN: *R'sikosh*
ENTERED SERVICE: The Former Age
LENGTH: 1,726 ft (526m)
MASS: 1.6 million tonnes
ARMAMENT: 1x Shumku-pattern fusion saker, 2x Corven-pattern plasma beam emitters, 8x Gaff Naran-pattern plasma cannons, 4x Eriu-pattern pulse lasers

Created from Forerunner secrets gleaned long before the War of Beginnings, the man o' war represents a pinnacle of ancient Sangheili attack ship design that, in many respects, was never truly equaled by more recent Covenant patterns. Fast, deadly, and easy to operate, it quickly found favor in the fleets of both the Arbiter and Jul 'Mdama. In time, the ship proved to have many quirks of operation that were typical of pre-Covenant designs, and crews that did not respect its temperamental flux-plasma reactor cores did not live long enough to regret their lack of attention to its seemingly antiquated rites of maintenance.

CARRACK

SPECIFICATIONS			
PATTERN: *Rwaru*	**ENTERED SERVICE:** The Former Age	**LENGTH:** 9,249 ft (2,819m)	**MASS:** 264 million tonnes
ARMAMENT: 3x R'up-pattern plasma beam array, 2x Kor'o-pattern plasma beam emitters, 8x Pol Naran-pattern beam lasers			

CARRACK_01010110

With more heavily armed vessels destroyed or locked in bitter conflict elsewhere, Sangheili fleetmasters found that carrack merchant cruisers were surprisingly capable and resilient troop/matériel transports in the pernicious conflicts that defined the Blooding Years. Pulling many from trade and transport duties proved to cripple much of the interstellar trade that bound the Sangheili worlds together, leading feuding kaidons to reignite abandoned forges on long-forsaken worlds, hidden in the periphery of Covenant space.

BLOCKADE_RUNNER_01010110

BLOCKADE RUNNER

SPECIFICATIONS
PATTERN: *Hekar Taa*
ENTERED SERVICE: War of Beginnings
LENGTH: 6,627 ft (2,020m)
MASS: 80 million tonnes
ARMAMENT: 1x Pherex-pattern excavation beam, 3x Corven-pattern plasma beam emitters, 24x Gaff Naran-pattern plasma cannons, 16x Litrex-pattern plasma torpedo silos, 10x Eriu-pattern pulse lasers

Relics of wars long forgotten, blockade runners were old-era Sangheili corvettes that prized speed and raw power, employing unrefined and indelicate energy projectors that would offend San'Shyuum officials, though more than capable of breaking shields and shattering armor of any contemporary warship with little trouble. The runners' ancient and resource-intensive *meesa* generators function well in modern engagements, though they conceal the ship's location through brute-force jamming and expenditure of small drones rather than the more elegant sensor distortion grids installed on later Covenant designs.

BRIGANTINE_01010110

BRIGANTINE

SPECIFICATIONS
PATTERN: *Lursu*
ENTERED SERVICE: The Former Age
LENGTH: 20,889 ft (6,367m)
MASS: 3.2 billion tonnes
ARMAMENT: 1x Elseon-pattern superheavy excavation beam, 12x Razu-pattern heavy plasma lance batteries, 188x Ksuchu-pattern plasma torpedo silos, 200x Quiran-pattern pulse lasers

Centuries after being rendered obsolete as a mainline warship by a San'Shyuum commission intent on diminishing Sangheili shipwright influence in the early years of the Covenant, the brigantine's role was reduced to mere formality, serving in proselytization and merchant-tithe fleets. In the years since the Great Schism, however, the vessel was resurrected from the shadows of orbital shipbreaking facilities and once again pressed into frontline service as a heavy carrier and fleet command ship for nearly all factions of the Sangheili's civil wars, with the Swords of Sanghelios possessing the majority of them.

COVENANT VEHICLES //

SCOUTING VEHICLES

LACKING A STRONG, SINGULAR CHAIN OF COMMAND, COVENANT GROUND FORCES OFTEN SEPARATED INTO ROVING BANDS OF RAIDERS AND GLORY-SEEKERS THAT PURSUED THEIR OWN OBJECTIVES IN COMPETITION WITH EACH OTHER.

GHOST

The Covenant's premier scouting vehicle was the Ghost, an indisputable staple of their ground forces throughout countless campaigns. Fast and maneuverable, the Ghost can be used for everything from deep reconnaissance to marauding. With twin-mounted plasma cannons at its fore, a single operator on a Ghost can deal significant damage to enemy infantry through ambushes and flanking runs. The vehicle's ability to deftly shift from forward to horizontal movement give the otherwise exposed driver a measure of protection, allowing for swift pivots and dramatic changes in direction with remarkable ease and speed.

KARO'WARK_01010110

KARO'WARK-PATTERN SCOUT BIKE	
MANUFACTURER: Iruiru Armory	**CREW:** 1 driver
LENGTH: 15.7ft (4.8m)	**WIDTH:** 12.8ft (3.9m)
HEIGHT: 6ft (1.8m)	**WEIGHT:** 1,419.8lbs (644kg)
ARMAMENT: 2x medium plasma cannons	

The *Karo'wark* is a compromise pattern widely used by warring factions on Sanghelios, leveraging Covenant revision principles to improve mobility and power on a classic Sangheili design.

KARO'ETBA_01010110

KARO'ETBA-PATTERN SCOUT BIKE	
MANUFACTURER: Iruiru Armory	**CREW:** 1 driver
LENGTH: 13.8ft (4.2m)	**WIDTH:** 12.6ft (3.9m)
HEIGHT: 6ft (1.8m)	**WEIGHT:** 1,232.3lb (559.1kg)
ARMAMENT: 2x medium plasma cannons	

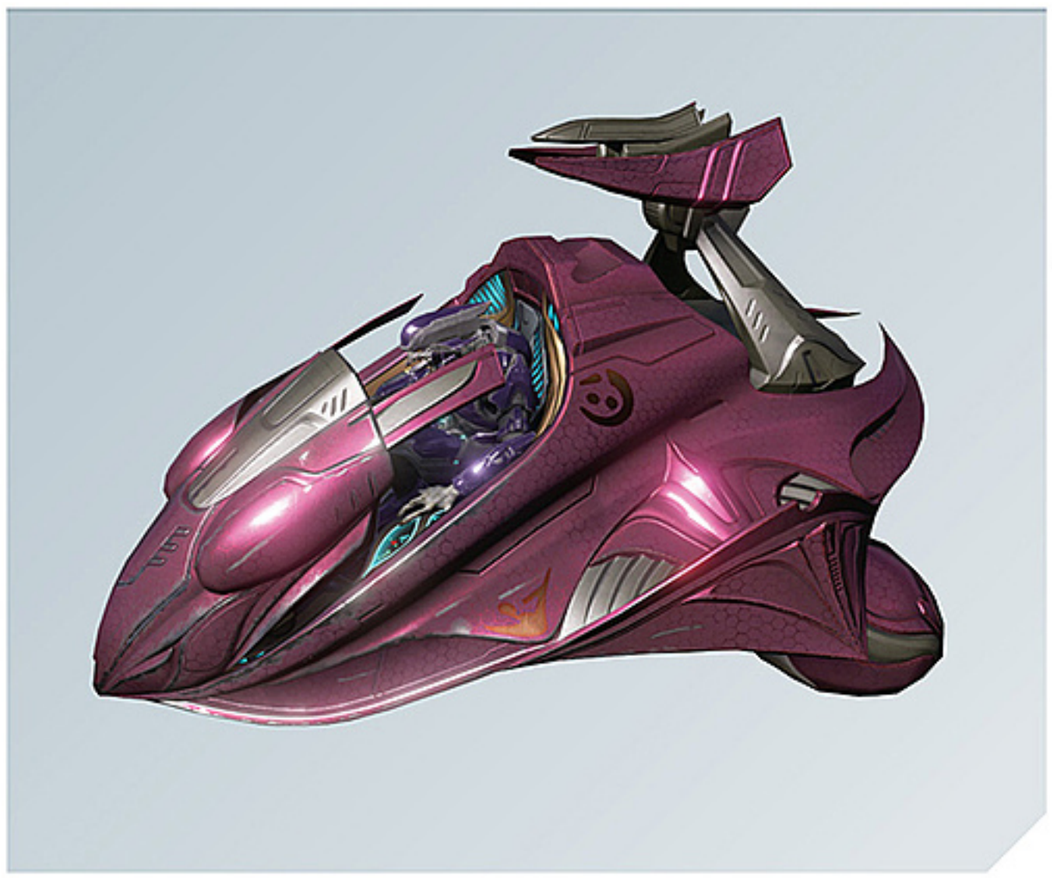
Encountered in almost countless subtle variations, the *Karo'etba*-pattern was ubiquitous in Covenant service and remains in full production at Iruiru Armory and other surviving forges.

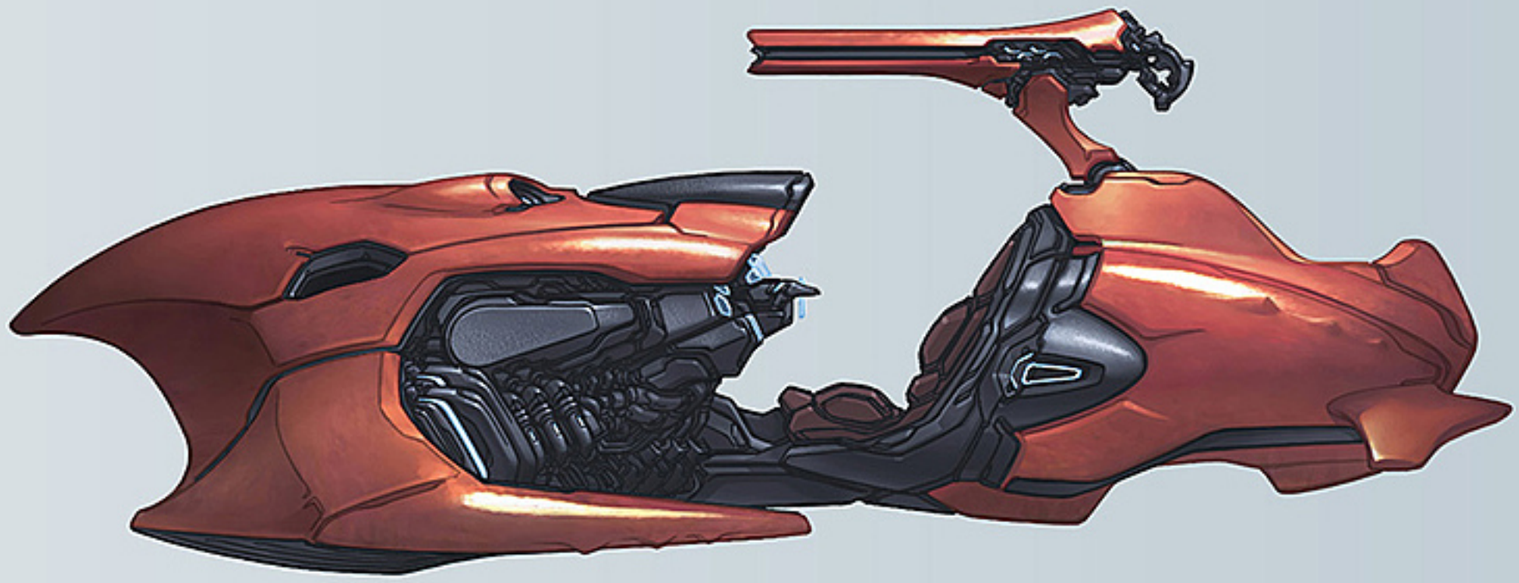
SPECTRE

WUZUM-PATTERN PATROLLER	
MANUFACTURER: Assembly Forges	**CREW:** 1 driver + 1 gunner + 2 passengers
LENGTH: 21.2ft (6.5m)	**WIDTH:** 16.6ft (5.1m)
HEIGHT: 12.3ft (3.8m)	**WEIGHT:** 3.8 tons (3.5 tonnes)
ARMAMENT: 1x light plasma cannon	

A light scouting vehicle improvised to facilitate escort support, the Spectre was widely used during invasions and as security detail during occupation campaigns. It is a bold design, making use of a modular weapon mount and an efficient boosted-gravity drive that allows for extended usage before needing to recharge its internal plasma battery. What the Spectre's light plasma cannon lacks in power, it makes up for in accuracy and firing speed. The most common pattern utilized by the Covenant at the close of the war was the *Wuzum*, a relatively light frame with twin drive hubs allowing for two extra passengers.

SPECTRE_01010110





SCOUT_REVENANT_01010110

SCOUT REVENANT

PHELENT-PATTERN GROUND STRIKER	
MANUFACTURER: Merchants of Qikost	**CREW:** 1 driver + 1 gunner
LENGTH: 27ft (8.2m)	**WIDTH:** 12.4ft (3.8m)
HEIGHT: 9.6ft (2.9m)	**WEIGHT:** 2.5 tons (2.3 tonnes)
ARMAMENT: 1x light plasma cannon	

A heavy modification of the traditional Revenant, incorporating a light plasma cannon mount rather than a mortar, the Scout Revenant was a powerful instrument of Sangheili splinter factions. Its design harkens to old-era templates, closely resembling the skull of the *cara'kada* blood-lizard. The Scout Revenant's speed is its most significant advantage, splaying its canards to activate additional drives, giving the vehicle extraordinary velocity over short distances.

PROWLER_01010110

CHOPPER_01010110

PROWLER

QAVARDU WORKSHOP LIGHT WAR-SLED	
MANUFACTURER: Sacred Promissory	**CREW:** 1 driver + 1 gunner + 2 passengers
LENGTH: 23.3ft (7.1m)	**WIDTH:** 13.8ft (4.2m)
HEIGHT: 9.6ft (2.9m)	**WEIGHT:** 7.3 tons (6.6 tonnes)
ARMAMENT: 1x light plasma cannon	

A traditional Jiralhanae war-sled for raids, reconnaissance, and general infantry support, the Prowler is a swift, rugged, and loud vehicle, perfectly crafted for the aggressive tactics of Jiralhanae hunting packs. Its template design originates from the *Qavardu* war-forge on Doisac, but has been modified with several Covenant technologies, including a pintle-mounted light plasma cannon and a boosted-gravity drive. Nevertheless, the Prowler's architecture maintains the haunting silhouette of Jiralhanae wars long forgotten, including its jagged front end, employed to viciously mow down and impale enemy infantry.

CHOPPER

BARUKAZA WORKSHOP ASSAULT BIKE	
MANUFACTURER: Sacred Promissory	**CREW:** 1 driver
LENGTH: 20.9ft (6.4m)	**WIDTH:** 9.3ft (2.8m)
HEIGHT: 9.4ft (2.9m)	**WEIGHT:** 1.1 tons (1 tonne)
ARMAMENT: 4x heavy spike cannons	

Boasting a unique origin, the initial Chopper was created during first contact on Harvest, assembled from salvaged human agricultural equipment by a Huragok. Although it was originally intended as a symbol of peace, its massive twin-bladed wheel designed for tilling soil, the Jiralhanae quickly weaponized the vehicle, installing heavy spike cannons and adopting it for their own purposes. The Choppers that followed were constructed from cast-off components to mimic the infamous roving outriders used on Doisac and secretly mass-produced in the Sacred Promissory in the final year of the war with humanity.

COVENANT VEHICLES //

HEAVY ARMOR

MORTAR TANKS AND ARMORED SIEGE CRAFT FULFILL THE ROLE OF BOMBARDMENT AND SUPPRESSION WITH EITHER DIRECT OR INDIRECT FIRE, PUMMELING EVEN THE MOST WELL-PROTECTED ENEMY INTO SILENCE, SUBMISSION, OR OBLIVION.

WRAITH

A proud design lineage originating from a time before the War of Beginnings, there has been a Wraith in service within the Covenant since its founding. Heavily armored, but surprisingly nimble through its boosted-gravity propulsion system, the Wraith is well-suited for the heavy-shock tactics of Covenant ground forces, driving enemy infantry into retreat or into the grave. The chassis is fully capable of modification and the installation of different weapon systems–though very few alterations to the approved patterns were ever necessary. The most common configurations feature a rear-mounted heavy plasma mortar, with a secondary cupola-mounted plasma cannon for close-in defense.

ZURDO_01010110

ZURDO-PATTERN MORTAR TANK
MANUFACTURER: Lodam Armory
CREW: 1 pilot + 1 gunner
LENGTH: 29ft (8.8m)
WIDTH: 30.1ft (9.2m)
HEIGHT: 12.3ft (3.7m)
WEIGHT: 47 tons (42.6 tonnes)
ARMAMENT: 1x heavy plasma mortar, 1x light plasma cannon

Dominating production during their war with humanity, the *Zurdo*-pattern represents the apex of Wraith architecture, featuring a secondary gunner position which provided safety against enemy infantry.

MUZ_01010110

MUZ-PATTERN MORTAR TANK
MANUFACTURER: Lodam Armory
CREW: 1 pilot
LENGTH: 28.6ft (8.7m)
WIDTH: 30.4ft (9.3m)
HEIGHT: 12.3ft (3.7m)
WEIGHT: 52 tons (47.2 tonnes)
ARMAMENT: 1x heavy plasma mortar, 2x medium plasma cannons

Leaving anti-personnel coverage to dummy modules that operate twin plasma cannons, the *Muz*-pattern Wraith was a powerhouse of the Covenant's ground forces when in the hands of a battle-blooded pilot.

KEMU_01010110

KEMU-PATTERN MORTAR TANK
MANUFACTURER: Lodam Armory
CREW: 1 pilot + 1 gunner
LENGTH: 29ft (8.9m)
WIDTH: 27.6ft (8.4m)
HEIGHT: 20.8ft (6.3m)
WEIGHT: 46.5 tons (42.3 tonnes)
ARMAMENT: 1x heavy plasma mortar, 1x light plasma cannon

Originating from Hesduros in an effort to reclaim the mantle of the Covenant, the *Kemu*-pattern harkens to old-era Sangheili mortar tanks, yet with components easier to replicate on their species' colonies.

WRAITH SKYHUNTER

Wraith chassis fitted with twin sets of rapid-fire flak launchers in place of its mortar, this mobilized artillery gun could be used both for air defense and direct fire against entrenched opponents. So valuable were these Wraiths, weaponsmiths were required to ensure they would never fall into enemy hands, programming stringent failsafes that immediately destroyed the vehicle in the event the pilot was killed.

OGAB'D_01010110

OGAB'D-PATTERN SKYHUNTER
MANUFACTURER: Lodam Armory
CREW: 1 pilot + 1 gunner
LENGTH: 29.3ft (8.9m)
WIDTH: 30.3ft (9.2m)
HEIGHT: 12.4ft (3.8m)
WEIGHT: 52.7 tons (47.8 tonnes)
ARMAMENT: 6x rapid-fire fuel rod cannons, 1x light plasma cannon

MUV'TE_01010110

MUV'TE-PATTERN SKYHUNTER
MANUFACTURER: Lodam Armory
CREW: 1 pilot + 1 gunner
LENGTH: 29ft (8.9m)
WIDTH: 27.6ft (8.4m)
HEIGHT: 20.8ft (6.3m)
WEIGHT: 53.6 tons (48.6 tonnes)
ARMAMENT: 2x rapid-fire fuel rod cannons, 1x light plasma cannon

REVENANT

RIZVUM-PATTERN SWIFT TANK
MANUFACTURER: Merchants of Qikost
CREW: 1 driver + 1 passenger
LENGTH: 21.3ft (6.5m)
WIDTH: 13.2ft (4m)
HEIGHT: 8.2ft (2.5m)
WEIGHT: 2.4 tons (2.2 tonnes)
ARMAMENT: 1x medium plasma mortar

The Revenant is a lightly armored infantry support vehicle designed to fill the gap between the maneuverability of the Ghost and the firepower of the Wraith. It was a popular vehicle with expeditionary and artifact-hunting fleets due to its speed and its powerful mortar weapon, allowing it to be loosely categorized as Covenant armor. In the aftermath of the war with the humans, their resurgence was not shocking, as they proved to be ideal for fast-attack runs on fortified positions and scorched-earth raids against enemies that needed to be taught the value of a swift retreat.

REVENANT_01010110

REVENANT RACERS

The Revenant itself is derived from, and remains similar to, a variety of Covenant armed skiffs used for frontier defense and utility transport. Ease of use, access to parts, and a new interest in engineering among young Sangheili has led to a flourishing subculture dedicated to a recreational and quasi-martial use of the Revenant. The most rapidly evolving example of this movement is on Venezia, where youths of various species mingle and technology control is at best a mere suggestion.

COVENANT VEHICLES //

OCCUPATION CRAFT

AFTER TOUCHING DOWN ON AN ENEMY WORLD, THE COVENANT'S MECHANIZED FORCES MOVED TO QUICKLY SUBDUE AND DOMINATE TERRITORY, DEPLOYING SWIFT TROOP CARRIERS AND DREADFULLY MASSIVE SIEGE ENGINES TO THIS END.

ESTABLISHING A FOOTHOLD

The Covenant and its factional successors maintained a spectrum of craft to move troops, vehicles, and supplies between ships and the surface of worlds. Since each fleet was responsible for its own provisioning, most groundside detachments saw no need for strict equipment standardization, instead opting to use vehicles that reflected the peculiarities of the leadership, available manufacturing patterns, and the nature of their missions.

UMBRA_01010110

UMBRA

EKESAN-PATTERN HEAVY TRANSPORT
MANUFACTURER: Assembly Forges
CREW: 1 pilot + 1 gunner + 20 passengers
LENGTH: 64.3ft (19.6m)
WIDTH: 39.4ft (12m)
HEIGHT: 22.3ft (6.8m)
WEIGHT: 75 tons (68 tonnes)
ARMAMENT: 1x medium plasma cannon

Typically encountered on worlds occupied for long periods by Covenant forces, the Umbra was a swift groundside troop carrier, incorporating many features of their dropships, such as a sealed troop bay and suppressive fire weapon mount, offering protection to those it held. The Umbra was originally designed to patrol and police Covenant fortress worlds keeping client species in check. During the war, the vehicle was used to embed a strong Covenant presence deep into human-held territory, alleviating collateral damage to the sacred sites their enemies had unwittingly built upon.

SHADOW

RUWAA-PATTERN LIGHT TRANSPORT		
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot + 1 gunner + 8 passengers	**LENGTH:** 45.4ft (13.8m)
WIDTH: 24.9ft (7.6m)	**HEIGHT:** 22.2ft (6.8m)	**WEIGHT:** 76.9 tons (69.8 tonnes)
ARMAMENT: 1x medium plasma cannon		

SHADOW_01010110

A lightly armored transport vehicle used as a personnel carrier and cargo hauler by the Covenant in rear areas, the Shadow plays an extensive role in occupation efforts. The vehicle is able to move at extraordinary speeds over open terrain, carrying smaller craft and matériel within its undercarriage. On longer expeditions, the crew may take turns defending the craft from its spinal ballast or its medium grade plasma cannon, while others sit in an extensible, gravity-anchored seating unit below, providing infantry fire from its flank.

DRAUGR_01010110

DRAUGR

ZASHK-PATTERN MOBILE FORTRESS	
MANUFACTURER: Assembly Forges	**CREW:** 12 crew + 100 passengers
LENGTH: 553.1ft (168.6m)	**WIDTH:** 328.1ft (100m)
HEIGHT: 192.6ft (58.7m)	**WEIGHT:** 78,264 tons (71,000 tonnes)
ARMAMENT: 5x heavy focus cannons	

Brooding over the landscape and fortifications like an unyielding mountain, the Draugr are massive siege engines deployed by the Covenant to utterly dominate and annihilate entrenched enemies. They often form the center of mobile field armies, flanked by Scarabs and legions of combat troops sheltered under its expansive shield generator. The Draugr's powerful network of focus cannons left little to be desired in any engagement.

GOBLIN_01010110

GOBLIN

PNAP-PATTERN BATTLESUIT	
MANUFACTURER: Assembly Forges	**CREW:** 1 jockey
LENGTH: 11.8ft (3.6m)	**WIDTH:** 14ft (4.26m)
HEIGHT: 13.5ft (4.1m)	**WEIGHT:** 2.5 tons (2.26 tonnes)
ARMAMENT: 1x needle cannon, 1x shardstorm launcher	

In low-risk occupation scenarios, Unggoy forces may be commanded by one of their own, augmented through the exotic engineering of a Goblin battlesuit. While it is considered expendable by most Sangheili commanders, the Goblin's thick armor plating, energy-shielded jockey cab, and jump-jet system make it surprisingly formidable when coupled with a spectrum of weapon configurations, the most common being the needle cannon. A series of redundant attenuation systems effectively allow the Goblin immunity to electromagnetic pulses.

KRAKEN_01010110

KRAKEN

SHUUL'SE-PATTERN SUBJUGATOR	
MANUFACTURER: Hearth of Aspero	**CREW:** 10 crew + 250 passengers
LENGTH: 580.6ft (177m)	**WIDTH:** 587.9ft (179.2m)
HEIGHT: 1,729ft (527m)	**WEIGHT:** 0.8 million tons (0.7 million tonnes)
ARMAMENT: Varies, typically 4+ Shade turrets	

Used as siege towers, excavators, and airbases, the Krakens were commissioned by the hierarchs in the Third Age of Conflict, designed as much to erode the morale of an enemy world as they were to decimate its populations. Although most human colonies did not survive long enough to witness these immense machines, they became hard-sought prizes to those in the Covenant who knew where they were kept.
As splinter factions emerged in the aftermath of the Great Schism, resourceful leaders resurrected Krakens to serve their own ends.

COVENANT VEHICLES //

EXCAVATORS

ORIGINALLY AN ESSENTIAL FACET OF THE COVENANT'S ARCHAEOLOGICAL SURVEY AND RECOVERY DOCTRINE, THEIR EXCAVATOR PLATFORMS QUICKLY MADE FORMIDABLE AND TERRIFYINGLY DESTRUCTIVE COMBAT WALKERS WHEN REPURPOSED FOR BATTLE.

MECHANIZED MONSTERS

As with their ships, the Covenant designed most large vehicles to have both civil and military roles. Excavators are multifunction digging machines and combat walkers, deployed to either delicately extract Forerunner artifacts or to simply burn enemy vehicles to slag and pierce smoldering holes directly into enemy fortifications with a specialized energy projector known as a focus beam. As both a surgically precise instrument and a vicious weapon, the focus beam emitter and gravitic manipulators of most excavators could bore through even ageless Forerunner materials, if given enough time.

HARVESTER_01010110

HARVESTER

ZA'ZAYARA HEAVY EXCAVATOR	
MANUFACTURER: Assembly Forges	**CREW:** 3 supervisors + 200 passengers
LENGTH: 719.4ft (219.2m)	**WIDTH:** 485.2ft (147.9m)
HEIGHT: 438.8ft (133.8m)	**WEIGHT:** 211,660 tons (192,015 tonnes)
ARMAMENT: 1x ultra-heavy focus drill	

The massive excavator known as the Harvester was first conceived of by ministerial weapon-scribes during the Third Age of Discovery, yet its scale and weight made it extraordinarily uncommon, even unknown to much of the Covenant. When Jul 'Mdama sought to rebuild the empire on the surface of Hesduros, old Harvester patterns resurfaced, now forgoing the San'Shyuum aesthetic for a far more purpose-built, biomimetic design of Sangheili preference.

LOCUST

SHUA'EE-PATTERN LIGHT EXCAVATOR	
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot
LENGTH: 19ft (5.8m)	**WIDTH:** 39.4ft (12m)
HEIGHT: 22.2ft (6.8m)	**WEIGHT:** 32.5 tons (29.5 tonnes)
ARMAMENT: 1x light focus beam (charged plasma cannon)	

Fortress-killers like Locusts were easily the most versatile and economic light excavators within the Covenant arsenal, often overshadowing its frontlines in any well-executed ground campaign. With four fully articulated legs, the Locust could navigate most terrain, wielding a concentrated focus beam that, when used in concert with others like it, could torch even the most well-protected structures into cinders.

LOCUST_01010110

SCARAB

Dreadful and hulking excavator platforms, driven by the hundreds of Rhulolekgolo seething beneath its battle plate, were referred to as Scarabs. The vast, swarming colony within functioned as a gestalt intelligence, controlling a powerfully weaponized exoskeleton. For this reason, the Scarab was not formally considered a vehicle by the Covenant, but was employed as an ultra-heavy infantry unit directed by a single colony of Lekgolo. Nevertheless, Scarabs were too valuable to operate without support, and are almost always accompanied by a robust escort.

SCARAB_FIRING_01010110

PROTOS-PATTERN FORTRESS BREAKER	
MANUFACTURER: Assembly Forges	**CREW:** 1 supervisor + 20 passengers
LENGTH: 223.7ft (68.2m)	**WIDTH:** 170.6ft (52m)
HEIGHT: 176ft (53.6m)	**WEIGHT:** 198.7 tons (180.3 tonnes)
ARMAMENT: 1x ultra-heavy focus cannon, 2x heavy plasma repeaters	

A towering goliath, the *Protos*-pattern held one of the most powerful focus cannons ever mounted on a combat walker. Though slow and lumbering in gait, its primary weapon could level entire cities. The Covenant experimented with significantly augmented versions of this pattern that never saw full production.

PROTOS_01010110

DEUTOROS_01010110

DEUTOROS-PATTERN FORTRESS BREAKER	
MANUFACTURER: Assembly Forges	**CREW:** 1 supervisor + 12 passengers
LENGTH: 159.5ft (48.6m)	**WIDTH:** 158.4ft (48.3m)
HEIGHT: 126.8ft (38.7m)	**WEIGHT:** 189.4 tons (171.8 tonnes)
ARMAMENT: 1x ultra-heavy focus cannon, 1x ultra heavy plasma cannon, 3x light plasma cannons	

Capable of being deployed from orbit, the *Deutoros* could splay into position from a thruster-controlled descent, engaging enemies directly upon landfall. This facet proved disastrous for opposing forces, giving the Covenant almost immediate dominance of targeted sectors.

SUMDA'TE_01010110

SUMDA'TE-PATTERN SKY STALKER	
MANUFACTURER: Assembly Forges	**CREW:** 1 supervisor + 10 passengers
LENGTH: 159.5ft (48.6m)	**WIDTH:** 158.4ft (48.3m)
HEIGHT: 144.5ft (44m)	**WEIGHT:** 210.9 tons (191.3 tonnes)
ARMAMENT: 1x ultra-heavy plasma cannon, 1x ultra-heavy focus cannon, 3x light plasma cannons	

An exotic pattern loosely based upon Covenant anti-aircraft artillery designs, the *Sumda'te* is a decisively offensive Scarab, with a primary weapon fully capable of punching deep holes into the battle plate of any capital ships that venture too close.

COVENANT VEHICLES //

DEPLOYMENT CRAFT

HAVING EFFECTIVELY MASTERED THE MANIPULATION OF GRAVITY, THE COVENANT ENJOYED A VAST SPECTRUM OF AEROSPACE TRANSPORT, INCLUDING A PRODIGIOUS LITANY OF DROPSHIPS, BOARDING CRAFT, AND OTHER DEPLOYMENT MEASURES.

SPIRIT

An ominous forked shadow silently moving across the ground almost always signaled the arrival of a Spirit dropship, and up to thirty fully armed Covenant infantry held within its twin deployment bays. With a pilot compartment at the rear and a single heavy plasma cannon just below, the Spirit emphasized the tactical practicality of Covenant vehicle architecture better than most other craft, eschewing comfort and space for raw operational necessity. Such was also the reason for the Spirit's efficient towing capacity, utilizing a gravity hoist between its twin deployment booms that could hold cargo and vehicles.

DEXTRO_XUR_01010110

DEXTRO XUR-PATTERN WARRIOR TRANSPORT	
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot + 1 ops/gunner + 30 passengers
LENGTH: 108.4ft (33.1m)	**WIDTH:** 59.5ft (18.1m)
HEIGHT: 37.8ft (11.5m)	**WEIGHT:** 74.8 tons (67.9 tonnes)
ARMAMENT: 1x heavy plasma cannon	

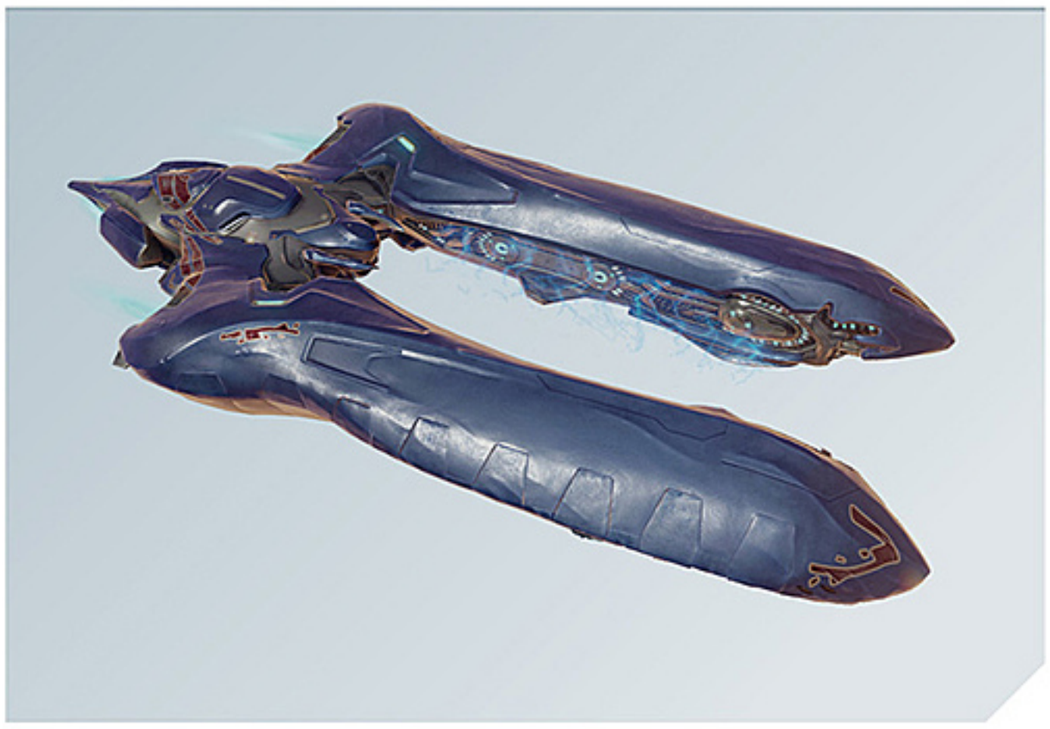
As it was the most common pattern used during the war, the *Dextro Xur* fell into the hands of the humans on multiple occasions, igniting debates on High Charity about whether to install permanent self-destruct fail-safes or to simply mandate the immediate execution of any commanders who failed to protect their ships. By the end of war, detailed UNSC simulators based on these captured vehicles made basic familiarization with Spirit operation rather common.

TAAKU_XUR_01010110

TAAKU XUR-PATTERN WARRIOR TRANSPORT	
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot + 1 ops/gunner + 30 passengers
LENGTH: 91.3ft (27.8m)	**WIDTH:** 59.1ft (18m)
HEIGHT: 38.8ft (11.8m)	**WEIGHT:** 70.2 tons (63.7 tonnes)
ARMAMENT: 1x heavy plasma cannon	

The famed *Taaku Xur*-pattern was the earliest variant that continued production late into the Covenant's history. With resilient armor and impressive speed, there was little need for modification. It also featured a high-powered gravity lift in its rear compartment, allowing it to retrieve personnel while in flight. It remains in service with both Covenant splinter factions and the Swords of Sanghelios.

NURO'K_XUR_01010110



NURO'K XUR-PATTERN WARRIOR TRANSPORT	
MANUFACTURER: Merchants of Qikost	**CREW:** 1 pilot + 16 passengers
LENGTH: 120.1ft (36.6m)	**WIDTH:** 55.6ft (16.9m)
HEIGHT: 20ft (6.1m)	**WEIGHT:** 77 tons (69.8 tonnes)
ARMAMENT: 1x heavy plasma cannon	

Older Sangheili designs were adopted during the Blooding Years by every Sangheili sect with either access rights or wealth sufficient to acquire them. This newly fashioned Spirit featured a streamlined profile, upgraded armor, improved in-atmosphere maneuverability, articulated plasma cannon, and faster troop deployment, each bay holding individual compartments with separately hinged bay doors. The gravity hoist also saw improvements with in-flight stability.

BOARDING CRAFT

Like most civilizations conducting war among the stars, the Covenant possessed numerous vessels capable of breaching and infiltrating enemy assets in the vacuum of space. Nevertheless, since their own warships so egregiously marred the opposition's, they rarely made use of their boarding craft, apart from the direct orders of a fleetmaster or the enigmatic edict of a Prophet attaché. The Covenant's advantage in ship-to-ship combat meant that there was little need to sacrifice forces to raid or sabotage enemy ships.

TICK_01010110

TICK

R'SISHO-PATTERN SHIP BREACHER	
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot + 75 passengers
LENGTH: 204ft (62.2m)	**WIDTH:** 116ft (35.4m)
HEIGHT: 92.2ft (28.1m)	**WEIGHT:** 214.3 tons (194.4 tonnes)

Ticks are high-speed boarding craft carried on most large Covenant warships. Upon reaching the target, the Tick locks itself in place and extends a breaching proboscis that bores into the enemy's hull. Once a passageway has been established, Covenant troops exit and begin conducting their mission. At the completion of the mission, the Tick retracts the boarding tube, unclamps, and quickly boosts away. These craft proved their worth targeting enemy platforms with strike teams and antimatter demolition charges during the chaos of large naval engagements.

LEECH_01010110

LEECH

BRHI XUR-PATTERN SHIP BREACHER	
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot + 40 passengers
LENGTH: 91.1ft (27.8m)	**WIDTH:** 27.3ft (8.3m)
HEIGHT: 34.6ft (10.5m)	**WEIGHT:** 63 tons (57.2 tonnes)
ARMAMENT: 1x heavy plasma cannon	

A heavily armored breaching vehicle most often employed by Covenant fleets tasked with countering UNSC orbital defenses or making dropship landings at heavily defended ground sites. During the initial engagement around Alpha Halo, waves of Leeches were able to survive withering point defense fire from the *Pillar of Autumn* and board the human ship, at the explicit orders of the Prophet of Stewardship. Leeches continue to be widely used as cargo shuttles and transports throughout former Covenant space.

TRONTO_01010110

TRONTO

OGORO WORKSHOP SHIP BREACHER	
MANUFACTURER: Clan Workshops	**CREW:** 2 crew + 60 passengers
LENGTH: 200ft (61m)	**WIDTH:** 75.5ft (23m)
HEIGHT: 56.7ft (17.3m)	**WEIGHT:** 189.2 tons (171.6 tonnes)
ARMAMENT: 1x quad heavy plasma cannon, 2x twin pulse lasers	

Privately crafted in the grand vaults of the Sacred Promissory and in the shadows of the crater-forges of Doisac's moons, the Tronto was built secretly by Jiralhanae warsmiths loyal to the Prophet of Truth. Although it lacks any form of energy shielding and employs a modest complement of weapons, the vehicle's most common breaching method is simple and unsurprising: the Tronto's armored nose can function as a hydraulic ram, tearing open a jagged hole in the enemy hull through which they can secure access.

COVENANT VEHICLES //

DEPLOYMENT CRAFT

THE MOST COMMON DEPLOYMENT CRAFT UTILIZED BY THE COVENANT WAS THE PHANTOM, A REMARKABLY SWIFT, HIGHLY MANEUVERABLE, MULTI-PURPOSE DROPSHIP BOASTING A MYRIAD OF PATTERNS AND WEAPON CONFIGURATIONS.

PHANTOM

Fast, agile, and fully outfitted for aerospace combat operations, the Phantom was the Covenant's most prominent assault dropship throughout the running ages, utilized to ferry troops, vehicles, and even makeshift fortifications from staging areas directly to designated engagement zones. Since the advent of the Covenant, the Phantom has been serving the empire in numerous capacities, originally stemming from old-era Sangheili wake-breakers and sky-cutters. The Prophets revised the earliest patterns significantly, allegedly an act of consecration for use within the Covenant. Phantoms were initially municipal transports, cargo shuttles, and even the personal chariots of the upper echelon of Covenant aristocracy, until Sangheili commanders aggressively lobbied the High Council to press them into full military service. A Phantom deploys personnel through its bay doors, an aft access point, or through a single, short-range ventral gravity lift.

KEZ'KATU_01010110

KEZ'KATU-PATTERN WARRIOR TRANSPORT	
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot + 1 copilot + 24 passengers
LENGTH: 106.2ft (32.4m)	**WIDTH:** 66.8ft (20.4m)
HEIGHT: 39.7ft (12.1m)	**WEIGHT:** 174.6 tons (158.4 tonnes)
ARMAMENT: 3x medium plasma cannons	

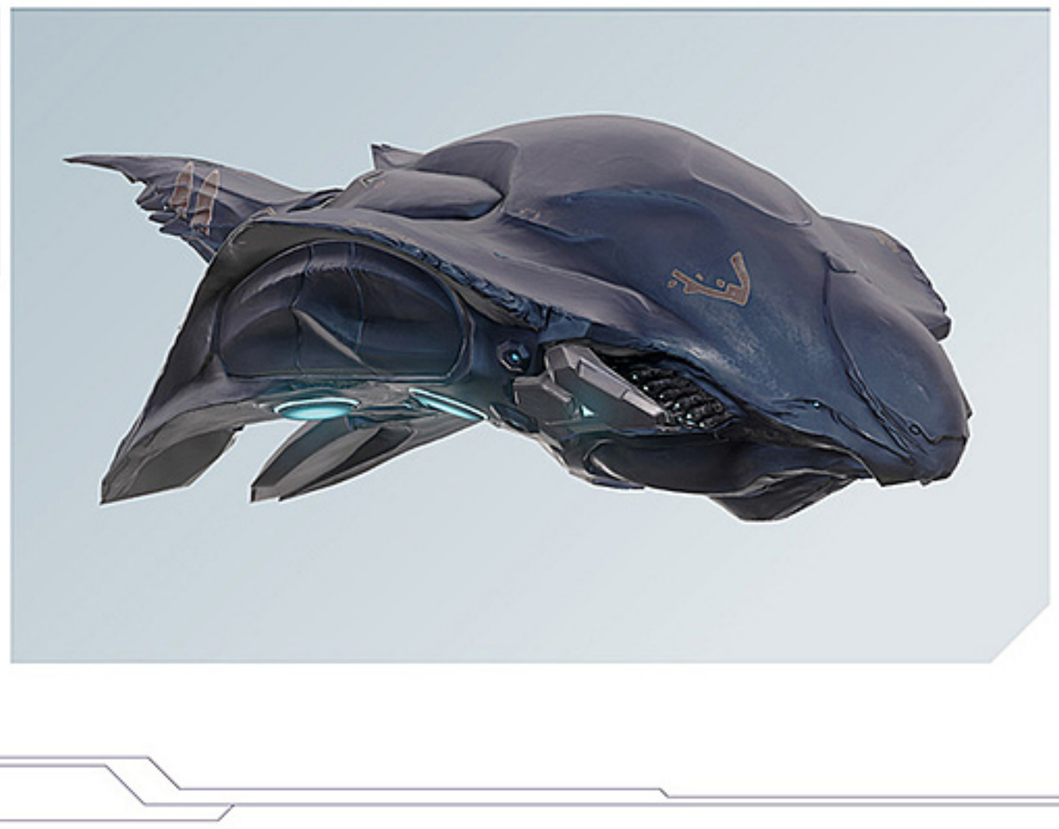
Optimized for insertion runs, close air support, and special operations detail, *Kez'katu* represents the most standardized pattern of the Phantom in production at the close of the war with the humans, incorporating a network of three medium plasma cannons, directed by automated target sensors, explicitly designed to provide coordinated suppressive fire in deployment runs without risk of opening the dropship's bay doors.

RU'SWUM_01010110

RU'SWUM-PATTERN WARRIOR TRANSPORT	
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot + 2 gunners + 24 passengers
LENGTH: 109ft (33.2m)	**WIDTH:** 65.9ft (20.1m)
HEIGHT: 41.2ft (12.6m)	**WEIGHT:** 181.1 tons (164.3 tonnes)
ARMAMENT: 1x heavy plasma cannon, 2x light plasma cannon	

Common among the fleets associated with the hierarch decrees, the *Ru'swum*-pattern participated in many of the final engagements against the humans. Its bay door-mounted plasma turrets allowed gunners to swiftly clear deployment zones. So popular was this pattern, that several variants with exotic weapons systems, shield components, and even breaching tools, were crafted to facilitate all possible operational needs.

MIKPRAMU_01010110



MIKPRAMU-PATTERN WARRIOR TRANSPORT	
MANUFACTURER: Various	**CREW:** 1 pilot + 1 copilot + 20 passengers
LENGTH: 103.5ft (31.5m)	**WIDTH:** 66ft (20.1m)
HEIGHT: 32.8ft (10m)	**WEIGHT:** 171 tons (155.1 tonnes)
ARMAMENT: 1x heavy plasma cannon, 2x light plasma cannon	

Early combat losses during the Sangheili civil wars forced individual sects to turn to independent production firms for new dropships. Shortages of raw materials and trained forgemasters led to an unusual compromise using ancient patterns updated with modern weapon and propulsion systems. Notable manufacturers of this pattern include Achoem Weapons, Kolaar Manufactorum, and the Malurok Armory.

R'SHWUPA_01010110

R'SHWUPA-PATTERN SHIP STRIKER	
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot + 5 gunners
LENGTH: 164.4ft (50.1m)	**WIDTH:** 109.8ft (33.5m)
HEIGHT: 66.8ft (20.4m)	**WEIGHT:** 204 tons (185.1 tonnes)
ARMAMENT: 1x superheavy plasma cannon, 1x medium plasma cannon, 5x Phot-pattern pulse lasers	

Created as an executive transport for fleet commanders, a heavy assault strikecraft against orbital assets, and a gunship in support of ground assaults, the *R'shwupa* pattern, known as the Phantom gunboat, was considered to be the most powerful dropship ever employed by Covenant forces. Fitted with strong energy fore-shields and an array of heavy weapon systems, very little could blunt its devastating assault.

LICH_01010110

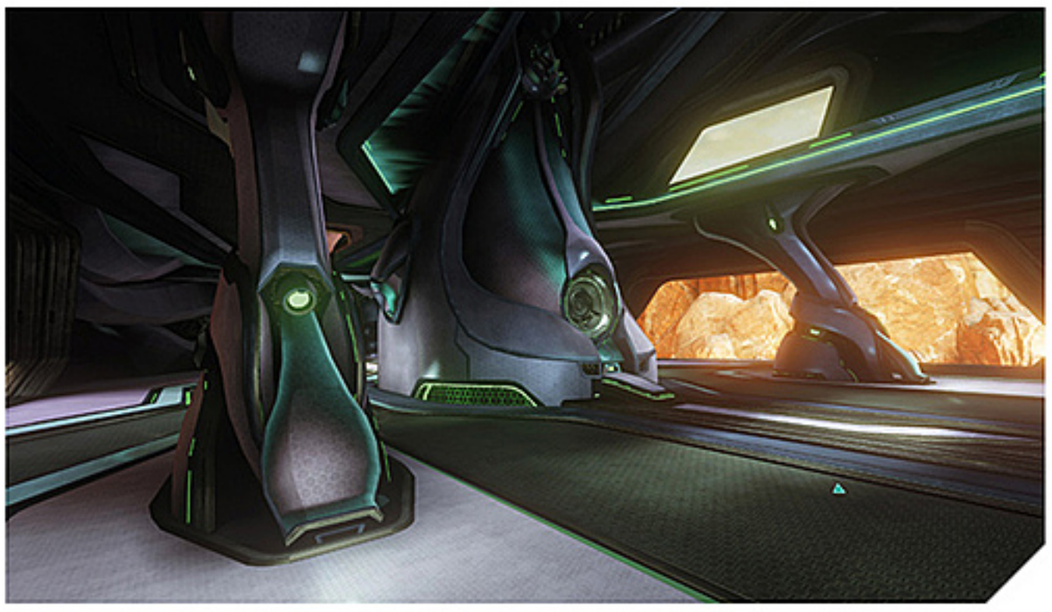
LICH

KMIRO'SISH-PATTERN WORLD PATROLLER
MANUFACTURER: Achoem Weapons
CREW: 1 pilot + 1 weapons officer + 40 passengers
LENGTH: 337.2ft (102.8m)
WIDTH: 166.9ft (50.9m)
HEIGHT: 113.9ft (34.7m)
WEIGHT: 1,511.3 tons (1371 tonnes)
ARMAMENT: 1x Emim-pattern focus beam, 4x light plasma cannons

One of the Covenant's largest aerospace deployment platforms was the Lich, a security patrol ship that was originally designed to be an armed merchant transport. Its impressive utility in swift transit and its capacity to carry a large number of infantry made it fitting for combat engagements. Though rarely employed during the war against the humans, the Lich became increasingly more common among splinter factions in the conflicts which followed, especially the Swords of Sanghelios and the resurgent Covenant, as well as among Kig-Yar raiders and thieves, who used them to stalk and pillage ships in orbital lanes.

The primary armament of the Lich is a warship-grade focus beam, giving the Lich a level of firepower far out of proportion to its typical employment and quality of crew. This was an impediment during the Covenant dominion, as the operators were rarely qualified to use such a powerful and energy-draining weapon, but proved to be extraordinarily valuable during and after the Great Schism, as it could augment the rapidly dwindling firepower of fleet elements.

LICH_INTERIOR_01010110



COVENANT VEHICLES //

DROP POD

COVENANT ORBITAL DROPS ARE SIMPLE, DIRECT APPLICATIONS OF POWER. UNLIKE ORBITAL DROP SHOCK TROOPERS (ODST), WHO ARE ATTEMPTING TO ACHIEVE A STRATEGIC AIM, THERE IS ONLY ONE PURPOSE FOR COVENANT TROOPS DEPLOYED FROM ORBIT: FULL, UNBRIDLED ASSAULT.

NO PLACE TO HIDE

The Covenant made extensive use of drop pods during the war with the humans, their deployment always at the strategic discretion of each shipmaster rather than an overriding methodology. Launched from ships high above a world, the purpose-driven design of these pods included cushioning gravity webs, impulse drives to optimize control, and armor-piercing prows capable of punching through an enemy warship's hull or fortified bunker, delivering a warrior directly into the heart of the opposition. Covenant drop pods range in size from one-seat assault-breaching craft to building-sized mass deployment carapaces.

SINGLE-OCCUPANT PODS

The Covenant's single-occupant pods are designed for Sangheili and maintain a variety of patterns based on manufacturing lineages and design schemas that have been passed down for generations.

UDKA_01010110

UDKA-PATTERN ASSAULT CARAPACE	
MANUFACTURER: Assembly Forges	
HEIGHT: 16.3ft (5m)	**LENGTH:** 6.6ft (2m)
WIDTH: 6.5ft (2m)	**WEIGHT:** 0.22 tons (0.20 tonnes)

KALU'TEH_01010110

KALU'TEH-PATTERN BREACHING CARAPACE	
MANUFACTURER: Lodam Armory	
HEIGHT: 19.4ft (5.9m)	**LENGTH:** 11.4ft (3.5m)
WIDTH: 11.5ft (3.5m)	**WEIGHT:** 0.55 tons (0.5 tonnes)

YADO_01010110

YADO-PATTERN INTRUSION CARAPACE	
MANUFACTURER: Assembly Forges	
HEIGHT: 19.3ft (5.9m)	**LENGTH:** 11.4ft (3.4m)
WIDTH: 11.5ft (3.5m)	**WEIGHT:** 0.57 tons (0.52 tonnes)

GLOTO_01010110

GLOTO-PATTERN BREACHING CARAPACE	
MANUFACTURER: Lodam Armory	
HEIGHT: 26.4ft (8m)	**LENGTH:** 12.8ft (3.9m)
WIDTH: 12.9ft (3.9m)	**WEIGHT:** 0.77 tons (0.7 tonnes)

MULTIPLE-OCCUPANT PODS

Deployment platforms for multiple Covenant infantry have a variety of functional variations, all of them designed to carry a squad of fully armed warriors, who are launched into the fray from behind protective energy shielding.

KALU'QEH_01010110

KALU'QEH-PATTERN BREACHING CARAPACE	
MANUFACTURER: Lodam Armory	
HEIGHT: 31.2ft (9.5m)	**LENGTH:** 15ft (4.6m)
WIDTH: 15ft (4.6m)	**WEIGHT:** 3.3 tons (3 tonnes)

YADO'KEF_01010110

YADO'KEF-PATTERN ASSAULT CARAPACE	
MANUFACTURER: Assembly Forges	
HEIGHT: 22.8ft (6.9m)	**LENGTH:** 18.3ft (5.6m)
WIDTH: 17.8ft (5.4m)	**WEIGHT:** 1.21 tons (1.1 tonnes)

GLOTO'KEF_01010110

GLOTO'KEF-PATTERN ASSAULT CARAPACE	
MANUFACTURER: Lodam Armory	
HEIGHT: 33.8ft (10.3m)	**LENGTH:** 16.6ft (5m)
WIDTH: 22.9ft (7m)	**WEIGHT:** 4.2 tons (3.8 tonnes)

GLOTO'KAS_01010110

GLOTO'KAS-PATTERN ASSAULT CARAPACE	
MANUFACTURER: Lodam Armory	
HEIGHT: 106ft (32.3m)	**LENGTH:** 73.4ft (22.4m)
WIDTH: 82.1ft (25m)	**WEIGHT:** 90.8 tons (82.4 tonnes)

THRUSTER_PACK_01010110

THRUSTER PACKS

Although not strictly for reentry purposes, Covenant rangers, shock troop detachments, and specialized EVA strike squads often use thruster packs for increased mobility and speed. Whether powerful gravitic drive-packs that effectively allow limited flight or comparatively crude maneuvering jump-jets for tactical movements on enemy terrain, these integrated systems have proven invaluable tools in the Covenant arsenal. They were frequently employed during the assault, boarding, and interdiction operations of human space stations, as well as navigating their comparatively primitive, densely packed urban environments. When utilized by a well-trained warrior, the thruster pack decidedly tipped the scales, allowing single combatants to eradicate entire squads.

COVENANT VEHICLES //

BANSHEE

THE BANSHEE'S OVERALL RELIABILITY, ITS VERSATILE DESIGN IN BOTH CONTROL AND MODULARITY, AND ITS IMPRESSIVE ARRAY OF ARMAMENT CONFIGURATIONS, ALL CONTRIBUTED TO ITS PROMINENCE IN THE COVENANT'S ARSENAL.

THE SOUND OF TERROR

Swift and agile combat flyers that formerly served ancient Sangheili forces during their pre-Covenant conflicts, the Banshee was woven into the empire's fleet of ground support aircraft without hesitation. As a single-operator vehicle weaponized for the direct purpose of effectively engaging ground targets, the Banshee's deft maneuverability and its nimble speed make it well-suited for security enforcement, aerial reconnaissance, and protracted occupation campaigns that demand watchful and responsive airborne elements.

OGHAL_01010110

OGHAL-PATTERN ATTACK FLYER	
MANUFACTURER: Lodam Armory	**CREW:** 1 operator
LENGTH: 18.2ft (5.6m)	**WIDTH:** 22.4ft (6.8m)
HEIGHT: 10.8ft (3.3m)	**WEIGHT:** 2.5 tons (2.3 tonnes)
ARMAMENT: 2x medium plasma cannons, 1x fuel rod cannon	

Easily the most common and versatile Banshee design pattern, the *Oghal* includes the popularized plasma cannons integrated with the wingtip propulsion pods and a single powerful fuel rod cannon. This and its nearly identical sister pattern, *Irdnekt*, were favored by ace sky-chevaliers and highly proficient pilots who conducted tactical overwatch and seek-and-destroy operations during the War of Annihilation.

DRAILAAC_01010110

DRAILAAC-PATTERN ATTACK FLYER	
MANUFACTURER: Lodam Armory	**CREW:** 1 operator
LENGTH: 18.2ft (5.6m)	**WIDTH:** 22.4ft (6.8m)
HEIGHT: 10.8ft (3.3m)	**WEIGHT:** 2.5 tons (2.3 tonnes)
ARMAMENT: 2x medium plasma cannons, 1x fuel rod cannon	

The *Drailaac*-pattern was often used by select artifact-hunting fleets associated with the Covenant ecclesiarchy. Its lack of specific body panels represents the removal of one's armor–or even the skin itself–in order to lay bare one's commitment to the Path. These Banshees incorporate hundreds of bespoke modifications, nearly all focused on enhancing the craft's ability to aid in the location and protection of Forerunner artifacts. This pattern was employed by Sesa Refumee's heretic forces near Threshold, leading to the fateful events of the Great Schism.

D'NOMLHE_01010110

D'NOMLHE-PATTERN ATTACK FLYER	
MANUFACTURER: Lodam Armory	**CREW:** 1 operator
LENGTH: 22.8ft (7m)	**WIDTH:** 28.3ft (8.6m)
HEIGHT: 11.3ft (3.4m)	**WEIGHT:** 2.6 tons (2.4 tonnes)
ARMAMENT: 2x medium plasma cannons, 1x fuel rod cannon	

Combat flyers were a staple in Sangheili warfare for millennia, as evidenced by the emerging *D'nomlhe*-pattern, which harkens back to earlier designs that once dominated Sanghelios's skies. Freed from the fabrication shackles of San'Shyuum bureaucrats, this pattern was fused with a multitude of improvements, including an integrated energy shield. The biomimetic aesthetic is considered to be the most closely evocative of the 'sKelln, an aerial predator that informed the Banshee's general shape language.

IS'BELOX_01010110

IS'BELOX-PATTERN ATTACK FLYER	
MANUFACTURER: Lodam Armory	**CREW:** 1 operator
LENGTH: 23.2ft (7.1m)	**WIDTH:** 24.7ft (7.5m)
HEIGHT: 11.7ft (3.6m)	**WEIGHT:** 1.4 tons (1.3 tonnes)
ARMAMENT: 2x medium plasma cannons, 1x fuel rod cannon	

An aerodynamically optimized pattern of Banshee that languished in Covenant peacetime service until the war against humanity began to strain existing stocks, the *Is'belox* saw significant use late in the conflict. While more lightly armored than most other patterns, its design emphasis on speed allowed it to excel in close air support, raids, and hit-and-run operations, likely contributing to its adoption by mercenaries.

TE'VED_01010110

TE'VED-PATTERN ATTACK FLYER	
MANUFACTURER: Lodam Armory	**CREW:** 1 operator
LENGTH: 22.8ft (7m)	**WIDTH:** 11.5ft (3.5m)
HEIGHT: 24.7ft (7.5m)	**WEIGHT:** 1.8 tons (1.6 tonnes)
ARMAMENT: 2x medium plasma cannons, 1x fuel rod cannon	

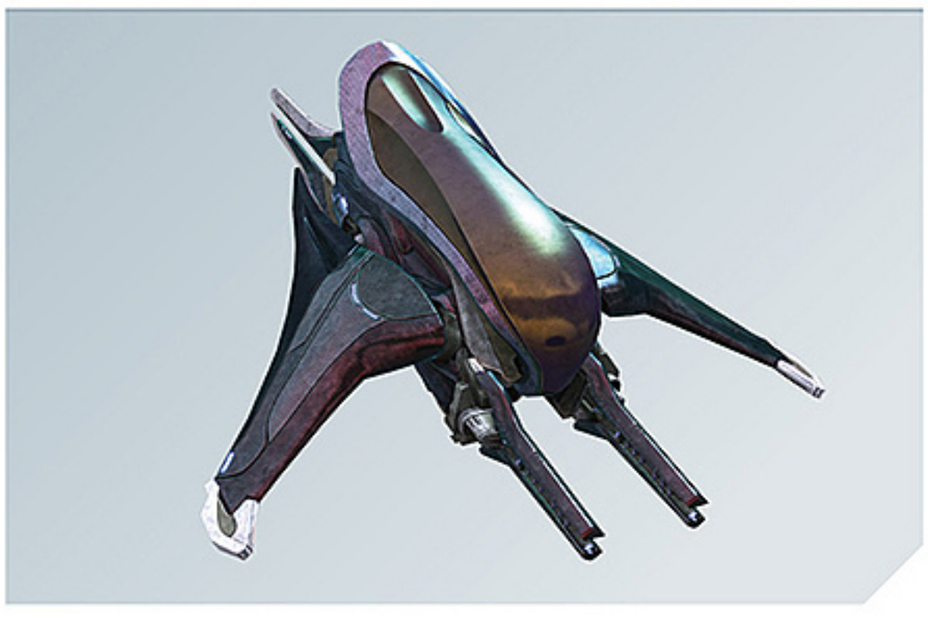
The ornate and ordained *Te'ved*-pattern variation builds off the standard *Is'belox* monocoque but incorporates several hundred bespoke modifications–such as enhanced sensor suites and reinforced exotic composites–many of these focused on augmenting the craft's ability to aid in the location and protection of Forerunner artifacts.

IRDNEKT_01010110

IRDNEKT-PATTERN ATTACK FLYER	
MANUFACTURER: Lodam Armory	**CREW:** 1 operator
LENGTH: 19.2ft (5.9m)	**WIDTH:** 22.4ft (6.8m)
HEIGHT: 10.8ft (3.3m)	**WEIGHT:** 3.3 tons (2.9 tonnes)
ARMAMENT: 2x medium plasma cannons, 1x fuel rod cannon	

Favored by ace sky-chevaliers, this pattern was highly modifiable and provided a wide range of available performance upgrades. This model has also been found in the employ of both Jiralhanae-led remnant factions as well as UNSC-allied Sangheili detachments sanctioned by Arbiter Thel 'Vadam.

ELSEDDA_01010110



ELSEDDA-PATTERN STRIKE FIGHTER	
MANUFACTURER: Assembly Forges	**CREW:** 1 operator
LENGTH: 35.7ft (10.9m)	**WIDTH:** 28.2ft (8.6m)
HEIGHT: 11.5ft (3.5m)	**WEIGHT:** 4.5 tons (4.1 tonnes)
ARMAMENT: 2x heavy plasma cannons, 1x fuel rod cannon	

Bridging the gap between ground support roles and larger strikecraft like the Seraph, the *Elsedda*-pattern Banshees were specialized exoatmospheric multi-role fighters that featured chassis construction and loadouts bespoke to their role. Often considered expendable, the Covenant utilized these fighters to overwhelm enemies by sheer numbers and screen larger fighters and bombers in fleet engagements.

BANSHEE HERITAGE

- **QEZOY'ASABU-PATTERN STEALTH INFILTRATOR STRIKECRAFT:** The Obsidian Wing was purpose-built for stealth operations, with integral camouflage systems and sensor bafflers.
- **SCITAR-PATTERN MULTI-ROLE OVERWATCH SURVEYCRAFT:** An amphibious variant that provides multi-environment security for oceanic Covenant installations and deep-sea artifact-retrieval missions.
- **UZTET'SKELLN-PATTERN [NO MODERN ANALOG]:** The earliest equivalents of the Banshee were smooth, elegantly contoured combat flyers known as Uztet'sKelln, often dedicated to ceremonial roles.

COVENANT VEHICLES //

STRIKE FIGHTERS

THE COVENANT'S DOMINANCE OF NAVAL ENGAGEMENTS WAS AS MUCH DUE TO STRIKECRAFT SUPREMACY, AS IT WAS STRATEGIC PROWESS OR SUPERIOR WEAPONRY, WITH SEEMINGLY INNUMERABLE SPACE FIGHTERS AT THEIR COMMAND, UNLEASHING AN OVERWHELMING TORRENT OF FIREPOWER.

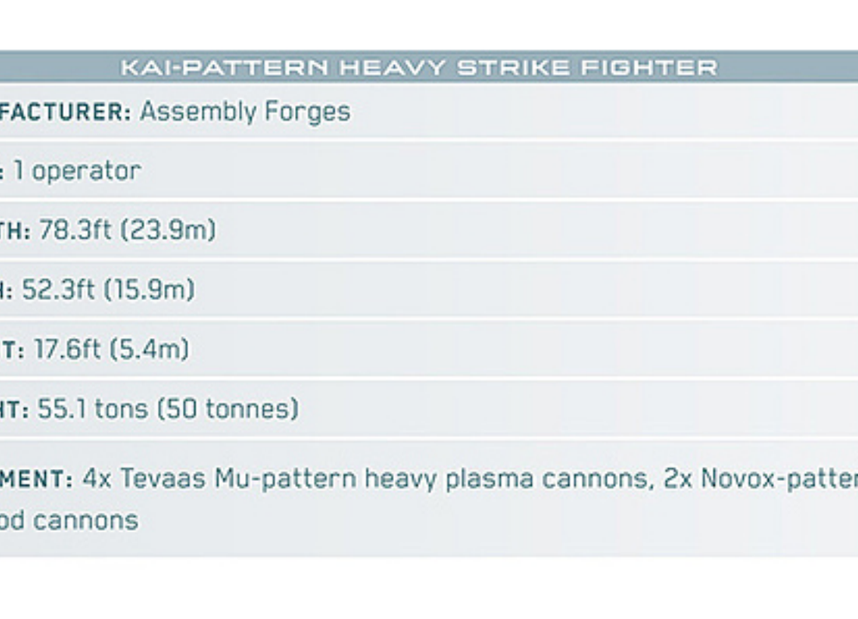
SERAPH

The preeminent strike fighter of the Covenant was the Seraph, a highly maneuverable, heavily armed, single-operator craft protected by dissipative energy shielding. Seraphs were deployed at the vanguard of Covenant invasions and occupations in order to provide escort for capital ships and dropships. They are capable of carrying out strikes against groundside targets, organizing reconnaissance and defense pickets, and engaging in large-scale orbital combat against both enemy capital ships and fighters.

KAI_01010110

KAI-PATTERN HEAVY STRIKE FIGHTER
MANUFACTURER: Assembly Forges
CREW: 1 operator
LENGTH: 78.3ft (23.9m)
WIDTH: 52.3ft (15.9m)
HEIGHT: 17.6ft (5.4m)
WEIGHT: 55.1 tons (50 tonnes)
ARMAMENT: 4x Tevaas Mu-pattern heavy plasma cannons, 2x Novox-pattern fuel rod cannons

Used with great success for centuries, *Kai*-pattern Seraphs proved themselves the perfect tool for deft Sangheili pilots to carve their mark in the skies of countless worlds. Fierce and reliable, these craft were the benchmark by which air superiority was measured among the Covenant fleets. With the exception of specialist variants, most *Kai* are armed with four Tevaas Mu-pattern heavy plasma cannons fired in twin-linked pairs. Gravitic mirrors installed around each emitter focus and aim the plasma fusillade based on feedback from the Seraph's targeting system. To effect ground-attack and close-range anti-warship strikes, the *Kai* boasts twin Novox-pattern fuel rod cannons, capable of delivering devastating ordnance.



MORSAM_01010110

MORSAM-PATTERN HEAVY STRIKE FIGHTER	
MANUFACTURER: Assembly Forges	**CREW:** 1 operator
LENGTH: 101.8ft (31m)	**WIDTH:** 49.7ft (15.1m)
HEIGHT: 18.4ft (5.6m)	**WEIGHT:** 68 tons (61.7 tonnes)
ARMAMENT: 4x Gle'mahn heavy plasma cannons, 4x Novox-pattern fuel rod cannons	

While the *Morsam*-pattern is a newer interpretation of the Seraph, it had still seen roughly a century of rigorous action on its own merits at the end of the Covenant's war with humanity. Designed in the vast Assembly Forges of High Charity as a sleeker upgrade from the more conventional *Kai*, the *Morsam* utilizes a fully articulated tail structure to perform astonishingly quick maneuvers while in combat.

GIGAS_01010110

GIGAS

N'WEO-PATTERN WORLD STRIKER
MANUFACTURER: Lodam Armory
CREW: 1 pilot
LENGTH: 134.5ft (41m)
WIDTH: 115.5ft (35.2m)
HEIGHT: 36.4ft (11.1m)
WEIGHT: 63.2 tons (57.3 tonnes)
ARMAMENT: 2x incendiary plasma mortars, 2x micro-plasma torpedo launchers

The Gigas fighter-bomber is a well-armed offensive strikecraft known for its distinctive crescent-shaped wings. Capable of being outfitted with a wide range of high-output munitions, the Gigas can deploy everything from subwave-guided micro-plasma torpedoes to incendiary carpet bombs. The *N'weo* pattern came into prominence centuries ago when it was used in a massive offensive against an unidentified species located in the dark wastes of Karava. When a hostile civilization refused to give quarter to the Covenant, a contingent of three hundred Gigas bombers were deployed, completely wiping out the entire opposing species.

TARASQUE_01010110

TARASQUE

KELJIRIC-PATTERN HEAVY STRIKE FIGHTER	
MANUFACTURER: Achoem Weapons	**CREW:** 1 pilot + 1 gunner + 10 passengers
LENGTH: 137.8ft (42m)	**WIDTH:** 83.3ft (25.4m)
HEIGHT: 40.4ft (12.3m)	**WEIGHT:** 104.2 tons (94.5 tonnes)
ARMAMENT: 6x plasma bomb ports, 2x heavy plasma cannons, 2x plasma torpedo launchers	

The venerable Tarasque heavy strikecraft had long served as a versatile element of Covenant air superiority prior to their war with the humans. Though far less ubiquitous in recent years, the prestige of its *Keljiric* design pattern casts a long shadow over its successors and cousins, such as the Phantom dropship. In many respects, the Tarasque's refined and efficient control systems are still the standard by which Covenant strikecraft controls are measured, and many Sangheili flight harnesses continue to be produced with interface jacks to its systems.

VAMPIRE_01010110

VAMPIRE

BKOWE'NEI-PATTERN SUPPORT FIGHTER	
MANUFACTURER: Assembly Forges	**CREW:** 1 pilot
LENGTH: 49.6ft (15.1m)	**WIDTH:** 46.4ft (14.1m)
HEIGHT: 17.6ft (5.4m)	**WEIGHT:** 18.7 tons (17 tonnes)
ARMAMENT: 1x heavy needler cannon, 2x medium plasma cannons, 1x stasis cannon, 1x stasis bomb	

With its semi-circular shape and a concave maw, the *Bkowe'nei*-pattern Vampire was one of the most easily distinguishable Covenant close air support vehicles used during the war. Its primary weapon is a super-heavy needle cannon that fires dense shards of self-tracking crystalline fragments. Although not a standard feature of all Vampires, many are equipped with a stasis cannon, which functions as an electromagnetic pulse weapon, a devastating effect that can kill enemy drive systems, sending their craft plummeting into a deadly free fall.

COVENANT WEAPONS //

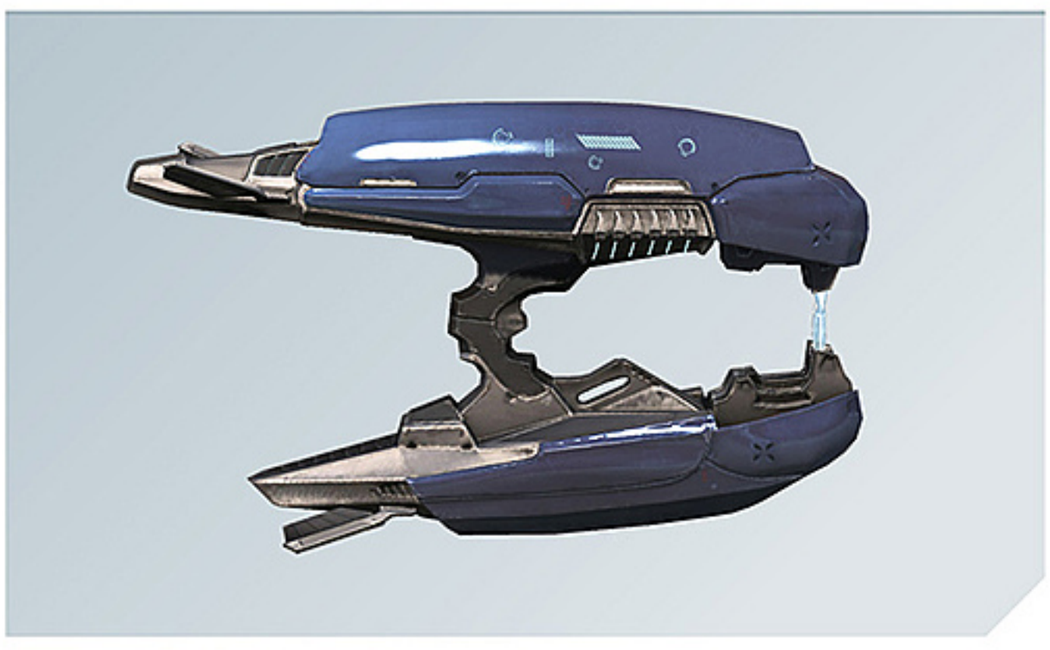
PLASMA WEAPONS

THE VAST ARSENAL OF COVENANT SMALL ARMS WAS ALMOST UNIFORMLY DOMINATED BY PLASMA WEAPONS, FINELY TUNED INSTRUMENTS CAPABLE OF FIRING SEARING BOLTS WITH DEADLY RESULTS. PLASMA WEAPONS WERE THE STANDARD SMALL ARM OF COVENANT INFANTRY.

PLASMA WEAPONS

Built leveraging ancient design patterns originating before the foundation of the Covenant, plasma weapons are crafted using a Forerunner plasma generator reliquary core carefully wrapped in Sangheili-designed and San'Shyuum-refined controls and restrictors. Most feature two nearly identical subassemblies placed above and below the trigger assembly, creating a smooth, streamlined shape vaguely reminiscent of a claw. The generators fire in sequence, releasing superheated plasma from the charging and accelerator poles. Though extremely efficient, a significant amount of waste heat is produced, forcing the wielder to fire short, controlled bursts or risk overheating. The bolts fired by plasma weapons are extremely deadly against unshielded targets–melting armor and causing gruesome burns and kinetic shock against flesh.

OKARDA'PHAA_01010110



KEWU_R'SHIK_01010110

NAKATA'VHO_01010110

PLASMA RIFLE

OKARDA'PHAA-PATTERN RIFLE	
MANUFACTURER: Iruiru Armory	**FIRING MODE:** Automatic
LENGTH: 24.5in (62.1cm)	**OPTICS:** No magnification
AMMUNITION: Superheated plasma	**CAPACITY:** 100 units

A steadfast feature of the Sangheili warrior for centuries, very little has changed with the plasma rifle since its introduction, its most common patterns dating back over five hundred years. Following the loss of High Charity, manufacture of the plasma rifle was quickly taken up by smaller factories on Sanghelios, such as Iruiru Armory. Tens of thousands of rifles once stored in Covenant armories have also found their way to the black markets, fueling a booming arms trade with renegades, militias, and pirates of all kinds, greedily looking to capitalize on postwar instability.

BLOOD HAND

Although it existed in rare settings prior to the Jiralhanae's violent coup against the Sangheili, the modified plasma rifle known as the Blood Hand was secretly manufactured in the Sacred Promissory. Under its crimson plating, unsanctioned weaponsmiths in Truth's employ made dramatic alterations to the rifle's design tailored to the aggressive nature of the Jiralhanae. These changes–which increased the weapon's rate of fire and damage–would have been deemed heretical without a hierarch's direct blessing.

PLASMA REPEATER

NAKATA'VHO-PATTERN RIFLE	
MANUFACTURER: Iruiru Armory	**FIRING MODE:** Automatic
LENGTH: 38.3in (97.4cm)	**OPTICS:** No magnification
AMMUNITION: Superheated plasma	**CAPACITY:** 100 units

Efforts to improve the performance of plasma rifles over the years saw mixed results, the most effective being the plasma repeater. A manual venting trigger on the repeater allows the weapon to release thermal build-out, dispersing it through shuttered ports. Many Sangheili warriors preferred this option, giving them more precision and control over the weapon, even if it came at the cost of the traditional format that had dominated prior ages.

PLASMA PISTOL

The origins of the plasma pistol lie in the early interstellar expansion period of the Sangheili when its clan warriors engaged in skirmishes on colony worlds centuries before contact with the San'Shyuum. In the aftermath of the Writ of Union, the design was improved by the Prophets with the addition of a less volatile plasma generator core. These modifications also added overcharge safety restrictors, allowing the weapon to fire scaled bursts–larger sustained expenditures of energy–capable of not only incapacitating an enemy, but disabling power structures and stalling out vehicles.

EOS'MAK_01010110

EOS'MAK-PATTERN PISTOL	
MANUFACTURER: Iruiru Armory	**FIRING MODE:** Semi-automatic
LENGTH: 14.5in (36.9cm)	**OPTICS:** No magnification
AMMUNITION: Superheated plasma	**CAPACITY:** 100 units

There were dozens of plasma pistol patterns in circulation over the ages, the most common being the *Eos'Mak*, often utilized by Kig-Yar, Yanme'e, and Unggoy, the frontline of Covenant infantry.

ZO'KLADA_01010110

ZO'KLADA-PATTERN PISTOL	
MANUFACTURER: Iruiru Armory	**FIRING MODE:** Semi-automatic
LENGTH: 14.5in (36.9cm)	**OPTICS:** No magnification
AMMUNITION: Superheated plasma	**CAPACITY:** 100 units

Resurrected in the absence of the Prophets and their seemingly arbitrary restrictions of old-era legacies, the *Zo'klada* was one of the original pistol templates forged by the Sangheili that has since returned to glory.

STORM_RIFLE_01010110

STORM RIFLE

KELOS'VAARDA-PATTERN RIFLE
MANUFACTURER: Lodam Armory
FIRING MODE: Automatic
LENGTH: 47.1in (119.6cm)
OPTICS: No magnification
AMMUNITION: Superheated plasma
CAPACITY: 100 units

Widely believed to be an original design by Lodam Armory, the storm rifle was put into production early in the Blooding Years, the period of unrest immediately after the dissolution of the Covenant. The manufacturer claimed that the weapon was greatly upgraded over its plasma rifle predecessor, with an improved coil set, upgraded cooling system, and a longer accelerator channel to improve accuracy at range. Relatively easy to manufacture, the pattern was quickly adopted by splinter factions of all kinds.

BEAM RIFLE

The Covenant's primary special application precision weapon is known as the particle-beam rifle, a sniper rifle that accelerates ionized hydrogen particles along a narrow beam, penetrating most infantry armor and mass with ruthless efficiency. The beam rifle's accuracy provided Covenant scouts and snipers with a remarkably proficient weapon capable of clean strikes at extreme distances. The beam rifle was a common asset in the hands of Covenant recon squads and security details, but its extraordinary range made it prodigious in the hands of skilled snipers.

SULOK_01010110

SULOK-PATTERN LONG RIFLE	
MANUFACTURER: Assembly Forge	**FIRING MODE:** Semi-automatic
LENGTH: 62.8in (159.4cm)	**OPTICS:** 5x, 10x magnification
AMMUNITION: Ionized gas	**CAPACITY:** 10 shots

Crafted according to the traditions of the Feldokra sea-hunter guilds, the *Sulok*-pattern had few equals during the course of the war with the humans. Its reliability and effectiveness have allowed it to retain significant usage among splinter sects and rival offshoots in the wake of the Covenant.

ZUBO_01010110

ZUBO-PATTERN LONG RIFLE	
MANUFACTURER: Merchants of Qikost	**FIRING MODE:** Semi-automatic
LENGTH: 69.3in (176cm)	**OPTICS:** 3.5x, 9.5x magnification
AMMUNITION: Ionized gas	**CAPACITY:** 10 shots

An old Sangheili design resurrected toward the end of the war and employed to great effect by Jul 'Mdama's Covenant forces, the *Zubo*-pattern's enclosed coil set and barrel made it more resilient than the *Sulok*, but its ergonomic interface is what garnered favor among Kig-Yar pirates and contractors.

FOCUS RIFLE

M'TARA-PATTERN FIRE RIFLE	
MANUFACTURER: Assembly Forges	**FIRING MODE:** Semi-automatic, continuous beam
LENGTH: 57.2in (145.2cm)	**OPTICS:** 3.5x, 9.5x magnification
CAPACITY: 100 units	**AMMUNITION:** Electromagnetically guided plasma

FOCUS_RIFLE_01010110

Based on reverse-engineered Forerunner technology, the Covenant's focus rifle is a powerful weapon capable of launching a continuous, concentrated beam of electromagnetically guided plasma at a target. With a sustained blast, the weapon is brutally lethal against infantry, burning through armor and flesh. The sight of its beam carving a path across the battlefield was often enough to force an enemy back into hiding. Due to its tremendous energy draw and the Covenant's inability to mitigate it, the weapon's utility was mostly relegated to suppressive fire and shock troop usage. It had several designated patterns in production, but the *M'tara* was the only one to see extensive usage during the war. Nevertheless, its employment during pivotal battles like the invasion of Reach proved to be incredibly significant.

COVENANT WEAPONS //

PRECISION WEAPONS

ALTHOUGH MANY COVENANT WEAPONS EMPHASIZE OVERWHELMING ONE'S ENEMY WITH A BARRAGE OF FIREPOWER, THEIR ARSENAL FEATURED A DIVERSE ARRAY OF PRECISION CARBINES AND RIFLES, DESIGNED FOR MEDIUM- TO LONG-RANGE COMBAT.

COVENANT CARBINE

The most common midrange weapon of choice for Covenant infantry is historically the carbine. Employed by scouts and sharpshooters, the carbine fires ballistic projectiles laced with radioactive isotopes or reactive materials, a unique departure from the litany of plasma weapons. The kinetic impact of a carbine round is generally sufficient to neutralize a target, but its ammunition is also capable of poisoning over time, eventually causing a lethal catalytic reaction. With a heritage that stretches back millennia to Sanghelios, the carbine's simplified design, impressive accuracy, and overall stopping power make it a weapon with few equals among infantry.

MOSA_01010110

CARBINE_01010110

MOSA-PATTERN CARBINE
MANUFACTURER: Iruiru Armory
FIRING MODE: Semi-automatic
LENGTH: 52in (132.2cm)
OPTICS: 2x magnification
AMMUNITION: 8.7 x 60mm Caseless Reactive Round
MAGAZINE: 20 rounds

The most common carbine currently in production, the *Mosa*-pattern appropriates a classic Sangheili design with modern updates. This included integrated holographic optics, offering operators distinctive versatility. *Mosa* was a hard-sought pattern by the ravenous splinter factions who gorged on the remains of the dead empire.

VOSTU_01010110

VOSTU-PATTERN CARBINE
MANUFACTURER: Iruiru Armory
FIRING MODE: Semi-automatic
LENGTH: 50in (127.1cm)
OPTICS: 2x magnification
AMMUNITION: 8 x 60mm Caseless Radioactive Round
MAGAZINE: 18 rounds

An older historic Sangheili design adapted for other species, the *Vostu*-pattern carbine features native link integration and was highly favored by Kig-Yar scouts and trackers.

COVENANT WEAPONS //

SPECIALIZED WEAPONS

WITHIN THE COVENANT, WEAPONS THAT DID NOT USE PLASMA WERE FEW AND FAR BETWEEN. THOSE THAT DID RAN THE GAMUT: SOME WERE ELEGANT BALLISTIC WEAPONS EMPLOYED BY SPECIALISTS, OTHERS WERE CRUDE TOOLS DESIGNED TO VICIOUSLY TORTURE ITS VICTIMS.

SUBANESE CRYSTALS

Several Covenant weapons utilize a crystal substance from the Sangheili moon of Suban. Massive veins of the strange substance snake throughout the world's interior, but are found nowhere else in known space and cannot be synthesized. Although the Sangheili knew how to manipulate and weaponize the crystal, they lacked deeper understanding of its properties when they first began to incorporate them, and grew to believe that even rudimentary scientific investigation was tantamount to heresy. The Covenant weapons break the crystal into needle-like shards which, after being catalyzed by a magnetic auger, exhibit "predatory" tracking properties against living targets, violently exploding shortly after impact.

NEEDLER_01010110

NEEDLER

NAHLE'HAX-PATTERN NEEDLE LAUNCHER
MANUFACTURER: Lodam Armory
FIRING MODE: Automatic
LENGTH: 28.8in (73cm)
OPTICS: No magnification
AMMUNITION: Subanese crystal shards
CAPACITY: 22 shards

Mechanically simple and able to inflict gruesome damage with negligible accuracy, the needler was a popular infantry weapon in Covenant service, especially among lower castes. It remains in widespread use among the Covenant's successor states, appealing even to human pirates, as they consider the weapon flashy and intimidating. Moreover, the shard ammunition has little risk of causing dangerous hull perforations, given that the crystal ricochets off most surfaces.

NEEDLE RIFLE

GADULO-PATTERN NEEDLE LAUNCHER	
MANUFACTURER: Sacred Promissory	**FIRING MODE:** Automatic, semi-automatic
LENGTH: 49.9in (126.7cm)	**OPTICS:** 2x magnification
AMMUNITION: Subanese crystal shards	**CAPACITY:** 21 shards

NEEDLE_RIFLE_01010110

A long-range marksman weapon that leverages explosive Subanese crystalline shards, the needle rifle is a favorite of Kig-Yar snipers and scouts, who are valuable trading partners for Suban mining clans. The weapon is remarkably accurate, exchanging the unchecked ferocity of the needler for careful precision, and is capable of felling even the most seasoned opponent. The rifle's crystalline shards are held in an ammo cylinder that is expelled once it is fully spent. When a new cylinder is loaded, the top module locks in place, splintering crystal shards that then extrude out of apertures on the weapon's shroud, preparing them to be catalyzed and fired. Multiple shots from the needle rifle are devastatingly powerful and almost always lethal.

BRUTE FORCE

Though primitive in form and function, the traditional weapons used by Jiralhanae proved effective enough once augmented by advanced Covenant technologies. Designed to evoke pride in its owner and fear in its adversary, Jiralhanae weapons were often marked in family symbols and clan sigils, disguising their divinely blessed improvements under totemistic cyphers, leather, grime, and even bloodstains. Initially, these weapons were produced by clan workshops on Doisac, under the watchful eyes of Covenant missionaries. Shortly before the Great Schism, a surreptitious mass-production of the Jiralhanae armament began in the secret vaults of the Sacred Promissory, equipping the High Prophet of Truth's loyal packs with far greater weight of arms than the Sangheili thought possible.

SPIKER_01010110

SPIKE RIFLE

PAEGAAS WORKSHOP BLADED SPIKER	
MANUFACTURER: Sacred Promissory	**FIRING MODE:** Automatic
LENGTH: 32.2in (81.7cm)	**OPTICS:** No magnification
AMMUNITION: Spike projectiles	**MAGAZINE:** 40 spikes

Created to foster terror in all who encounter it, the spike rifle appeals to Jiralhanae psychology and physiology, a savagely designed twin-bladed carbine, which uses a gravitic accelerator to launch superheated spikes at a target. The spikes easily penetrate flesh and bone, even pinning targets to a wall behind them. When up close, the rifle was even more merciless, its razor-sharp bayonets capable of skewering or dismembering an enemy with ease. The spike rifle was often wielded by roaming packs who spared no one in their relentless purges. Even years after the war, the visage and sounds of the weapon remain burned into the minds of survivors.

MAULER_01010110

MAULER

UKALA WORKSHOP BREACH PISTOL	
MANUFACTURER: Sacred Promissory	**FIRING MODE:** Semi-automatic
LENGTH: 20.8in (52.7cm)	**OPTICS:** No magnification
AMMUNITION: Explosive bolts	**MAGAZINE:** 5 bolts

Classified by the Jiralhanae as a breach pistol, the mauler launches a salvo of explosive bolts at close range, designed to completely incapacitate a target and allow its operator to close the distance and land a final blow. Though vaguely analogous to the drum-fed shotgun of human arsenal, the weapon is more closely related to a high-caliber pistol among the Jiralhanae, carried by skin traders, forge wardens, and pack vigilantes on raids. The blade protruding from its handle is modified in a variety of formats largely contingent on clan, the most common being the *Ukala* set, often used by slamming its end into the enemy's skull.

BRUTE SHOT

JOVOKADA WORKSHOP DEATH LOBBER	
MANUFACTURER: Sacred Promissory	**FIRING MODE:** Semi-automatic
LENGTH: 72.4in (183.8cm)	**OPTICS:** No magnification
AMMUNITION: High explosive grenades	**MAGAZINE:** 6 grenades

LOBBER_01010110

The most common ballistic launcher utilized by the Jiralhanae, the brute shot is capable of firing up to six fragmentation rounds at a target. Against unshielded infantry, the weapon is extremely effective in the hands of a seasoned combatant. While it will not destroy a vehicle in a single shot, the grenade's concussive effect can easily knock one over, spilling its personnel on the ground. Much like other Jiralhanae weapons, approaching the bearer doesn't mitigate the weapon's threat: the blade embedded into the stock can cut through armor and flesh with relative ease, allowing a strong Jiralhanae warrior to rend most human infantry in half with a single thrust. The psychological effect this has on enemies cannot be overstated.

COVENANT WEAPONS //

EXPLOSIVE LAUNCHERS

HIGHLY TRAINED COVENANT INFANTRY OFTEN EMPLOYED A SIGNIFICANT NUMBER OF ANTI-MATÉRIEL WEAPONS, DESIGNED TO LAUNCH CHARGED BOLTS OF PLASMA CAPABLE OF VIOLENTLY EXPLODING ON IMPACT OR ON A TIMED DETONATION.

CONCUSSION RIFLE

Harkening to ancient patterns that originated from Qikost weapon artisans long before the formation of the Covenant, concussion rifles fire charged plasma bolts in a ballistic arc that explode with surprising kinetic force. Compact in size and form factor, the weapon was explicitly designed to pummel entrenched enemies. Ammunition is in the form of disposable plasma cells that power the weapon for six shots between reloads. The Merchants of Qikost heavily protected the rifle's template, even after it was adapted by the San'Shyuum weapon-crafters to fit the Covenant's uniform standards, relegating its manufacturing to assembly forges controlled only by those born on Qikost.

ELO'NAKADA_01010110

ELO'NAKADA-PATTERN FIREBOMB LAUNCHER	
MANUFACTURER: Merchants of Qikost	**FIRING MODE:** Semi-automatic
LENGTH: 40.5in (103cm)	**OPTICS:** No magnification
AMMUNITION: Class-4 explosive plasma bolts	**CAPACITY:** 6 bolts

The traditional Covenant pattern of the concussion rifle was known as *Elo'Nakada*, specifically named after the ancient Sangheili warlord Nakada 'Zadum who perfected its design during the ancient, protracted civil war infamously known as the Siege of Qikost.

CONCUSSION_RIFLE_01010110

ZEBANDO'TAA_01010110

ZEBANDO'TAA-PATTERN FIREBOMB LAUNCHER	
MANUFACTURER: Merchants of Qikost	**FIRING MODE:** Semi-automatic
LENGTH: 40.5in (103cm)	**OPTICS:** No magnification
AMMUNITION: Class-4 explosive plasma bolts	**CAPACITY:** 6 bolts

With the decimation of the Covenant, a number of rare forms of the concussion rifle were found in circulation, such as *Zebando'Taa*, featuring only slight alterations from the original, a testament to the stem template's resilient design.

PLASMA CASTER

Originating from a lineage of ancient Sangheili weapons that began with the shockbow and bladeshot, the plasma caster was never formally accepted into Covenant service by San'Shyuum censors, though some warriors were known to skirt the rules. Now with the collapse of the Covenant, however, Sangheili weapon-crafters on Qikost melded the technological advances of millennia with archaic designs, forging a series of remarkable patterns that have been adopted by almost every single postwar faction. Viewed as a significant refinement and diversification of the concussion rifle before it, the plasma caster was heavily employed by Jul 'Mdama's Covenant during their aggressive raid campaigns of Sanghelios.

PLASMA_CASTER_01010110

TUFASUMO-PATTERN FIREBOMB CASTER	
MANUFACTURER: Merchants of Qikost	**FIRING MODE:** Semi-automatic
LENGTH: 45.5in (115.5cm)	**OPTICS:** No magnification
AMMUNITION: Class-3 explosive plasma bolts	**CAPACITY:** 5 bolts

The plasma caster can be fired in short arcs to bounce around corners and down corridors, as well as charged in order to reach more distant targets with a high-velocity shot. In the case of the latter, the weapon splays open, like the Sangheili shockbow of ancient tradition, quickly drawing energy from its cells before launching the explosives at a remarkably high speed. This shot typically disables the target on impact, adhering to the enemy's heat signature before violently detonating on a timed fuse.

CHARGING_SHOT_01010110

PLASMA LAUNCHER

KOPASA'MADA-PATTERN FIREBOMB LAUNCHER	
MANUFACTURER: Assembly Forges	**FIRING MODE:** Semi-automatic, burst
LENGTH: 42.8in (108.8cm)	**OPTICS:** 2.5x magnification
AMMUNITION: Class-1 guided plasma bolts	**CAPACITY:** 12 bolts

PLASMA_LAUNCHER_01010110

The Covenant's most precise shoulder-mounted heavy weapon was the plasma launcher, a staple of Sangheili warriors and armored detachments for centuries, utilizing powerfully charged plasma bolts capable of tracking enemies. The plasma launcher allowed the weapon's operator to lock-on to designated targets by depressing the weapon's trigger. Releasing the trigger fired a charged plasma bolt. Up to four bolts were able be set to quickly fire in succession if the trigger was depressed long enough. The plasma bolts aggressively track a target's signature, adhering to it on impact before exploding. A single bolt is lethal to most infantry, while a barrage of bolts can decimate lightly armored vehicles. This weapon proved incredibly valuable during ground campaigns where humans employed strike vehicles in large numbers.

COVENANT WEAPONS //

FUEL ROD GUN

UTILIZED BY THE COVENANT AND THE SPLINTERED REMNANTS OF THE EMPIRE THAT AROSE IN ITS WAKE, THE FUEL ROD GUN IS A POWERFUL, SHOULDER-MOUNTED WEAPON WITH AN OMINOUSLY LETHAL REPUTATION.

FUEL ROD GUN

With a design lineage that originated in ancient Sangheili flak cannons used during the War of Beginnings, the fuel rod gun has been a fixture of Covenant infantry since its earliest years. A shoulder-fired explosives launcher that lobs volatile fuel rod projectiles, their impact triggers a violent detonation capable of punching holes into enemy armor and fortifications, while turning enemy infantry into a smoldering crater. Although the weapon was used by Sangheili and Jiralhanae during the war, it was most often the Unggoy who equipped and serviced fuel rod guns. Treated like a defensive mortar, the weapon was capable of arcing its explosives deep into enemy lines from a great distance away.

GESPU_01010110

GESPU-PATTERN FLAK LAUNCHER	
MANUFACTURER: Venezian workshops	**FIRING MODE:** Semi-automatic
LENGTH: 45.1in (114.5cm)	**OPTICS:** No magnification
AMMUNITION: Class-2 fuel rod	**MAGAZINE:** 5 projectiles

Dominant in current arms circulation, the *Gepsu*-pattern is the most eccentric of all fuel rod gun designs, engineered by cross-species workshops on the human outlaw colony of Venezia. The pattern's main utility is its remarkably compact size and shape, allowing it to be used by a diversity of species.

ASSAULT_CANNON_01010110

ASSAULT CANNON

Though categorically distinct from portable fuel rod guns, the assault cannon applies the same machine architecture and power systems, as well as utilizing a variant of the same ammunition. Assault cannons such as these filled the Covenant arsenal, and were incorporated into Banshees, Wraith tanks, and Shades, but their most common utility was Mgalekgolo units, a literal fusing of the gun onto the creature as an arm. Although many assault cannons launched fuel rod projectiles identical to the shoulder-mounted gun, some employed focused magnetic fields to create a sustained blast, brutally scorching the target with incendiary gas.

VARIANTS

Originally mass-produced in many and diverse patterns by the assembly forges on High Charity and Enduring Service, the traditional fuel rod gun has most recently been adopted by the Merchants of Qikost, granting their weapon architects access to a litany of older forms that surfaced during the Covenant's war with the humans and the ages which preceded it. Despite bearing remarkable differences in form, very little changed functionally between pattern types, proof of the weapon's steadfast performance in the field.

KORVA_01010110

KORVA-PATTERN FLAK LAUNCHER	
MANUFACTURER: Merchants of Qikost	**FIRING MODE:** Semi-automatic
LENGTH: 51.5in (130.8cm)	**OPTICS:** 2x magnification
AMMUNITION: Class-2 fuel rod	**MAGAZINE:** 5 projectiles

With the most unified housing of any fuel rod gun ever produced, the *Korva*-pattern was astonishingly resilient in the field, a facet most clearly witnessed in its pervasive use during the War of Annihilation. *Korva* features a thermal optics display, capable of dynamically tracking heat signatures.

PEZ'TK_01010110

PEZ'TK-PATTERN FLAK LAUNCHER	
MANUFACTURER: Merchants of Qikost	**FIRING MODE:** Semi-automatic
LENGTH: 51.2in (130.2cm)	**OPTICS:** 2x magnification
AMMUNITION: Class-2 fuel rod	**MAGAZINE:** 5 projectiles

A modification developed to accommodate Unggoy operators, the *Pez'tk*-pattern was a departure from classic Sangheili schemas, engineered by San'Shyuum munitions-cyphers to evoke their own species' aesthetic preferences rather than raw performance. Sangheili still view this design with contempt.

ZASQI_01010110

ZASQI-PATTERN FLAK LAUNCHER	
MANUFACTURER: Merchants of Qikost	**FIRING MODE:** Semi-automatic
LENGTH: 68.7in (174.6cm)	**OPTICS:** No magnification
AMMUNITION: Class-2 fuel rod	**MAGAZINE:** 5 projectiles

One of the oldest forms still in use, the *Zasqi*-pattern often incorporated a self-destruct failsafe to avoid it falling into enemy hands. If the gun's operator was killed, the weapon's breach-pin would detonate the remaining ammunition, vaporizing anything unfortunate enough to be within its explosive range.

KET-LAMBDATHA_01010110

AMMUNITION

Known to Sangheili as *ket-lambdatha*, the gun's ammunition was referred to as "fuel rods" by humans during their earliest engagements with the Covenant, only to communicate the weapon's stunning visual effects. Eventually, however, this became formalized, and the transparent, Class-2 caseless projectiles were officially coined as fuel rods. The rods themselves contain a bright glowing green incendiary gel, a radioactive composite forged from energetic meta-materials and strained-bond lattices, originally cultivated from Forerunner power systems commonly referred to as "infusion matter." When the weapon is fired, the radioactive chemical in fuel rods is ignited and launched from its containment shell, exploding on impact or after the projectile's cycles have expelled sufficient gas to achieve environmental equilibrium.

COVENANT WEAPONS //

PLASMA CANNON

ENCOMPASSING A VAST NUMBER OF DEFENSIVE EMPLACEMENTS USED BY THE COVENANT, PLASMA CANNONS TYPICALLY FUNCTION AS OPERATOR-CONTROLLED TURRETS, AUTOMATED DEFENSE SENTRIES, AND SUPPLEMENTAL VEHICLE ARMAMENTS.

TURRETS

The most common manifestation of the plasma cannon is the defensive turret emplacement, operated by personnel at key junctures and choke points, issuing a barrage of fire in order to cut down encroaching enemies. Plasma cannons like these have an internal generator that powers them for extended periods before needing to be recharged, but as a security measure their use is limited once detached from its mounting brackets.

SHEPSU_01010110

SHEPSU-PATTERN SWEEPING TURRET
MANUFACTURER: Assembly Forges
FIRING MODE: Automatic
LENGTH: 51.8in (131.7cm)
OPTICS: No magnification
AMMUNITION: Superheated plasma
CAPACITY: 300 units (detached)

The *Shepsu*-pattern utilizes San'Shyuum-crafted plasma generators so effective they were considered by many to be borderline heretical, too closely emulating the Forerunner artifice from which they originated. As a result, these cannons are astonishingly lightweight, allowing them to be deployed even by Unggoy. This facet made it highly favored among strike teams within the Covenant's excavation fleets.

PEK_01010110

PEK-PATTERN SWEEPING TURRET
MANUFACTURER: Assembly Forges
FIRING MODE: Automatic
LENGTH: 62.3in (158.3cm)
OPTICS: No magnification
AMMUNITION: Superheated plasma
CAPACITY: 200 units (detached)

Brandishing a protective energy shroud, the *Pek*-pattern was commonly incorporated into dropships, guarding bay doors and providing suppressive fire during deployment operations. The weapon can be removed from its mooring and taken directly into battle if the operator is strong enough to carry it, a method often used by chieftains seeking the glory of battle.

SHEA'P_01010110

SHEA'P-PATTERN SWEEPING TURRET
MANUFACTURER: Achoem Weapons
FIRING MODE: Automatic
LENGTH: 66.5in (169cm)
OPTICS: No magnification
AMMUNITION: Superheated plasma
CAPACITY: 200 units (detached)

Employed by all factions during the Sangheili civil war, the *Shea'p*-pattern replaced the ornate refinement instituted in the Covenant's emphasis on indulgent elegance with rugged Sangheili simplicity and replication. Though heavy and difficult for other species to use, the extraordinary need for these cannons outweighed any such trivial concerns.

STRILUN_DEFENSE_01010110

SENTRY TURRETS

SHUKU-PATTERN SENTRY TURRET	
MANUFACTURER: Assembly Forges	**FIRING MODE:** Automatic
LENGTH: 19.7ft (6m)	**OPTICS:** Sensor governed
AMMUNITION: Superheated plasma	**CAPACITY:** Effectively unlimited

Impassive and ever vigilant, the semi-intelligent actuator plug that drives the sentry turret obeys its directives with absolute precision. Even after the fall of the Covenant, many of these remain active at certain outposts, ready to defend their assigned sectors against any interloper who does not transmit the proper authorization signal–authorizations which are no longer possible to acquire with the loss of High Charity. Sentry turrets such as these are often paired with *A'uo'i*-pattern sensor emplacements.

CITADEL_TURRET_01010110

CITADEL TURRETS

KEWU UMPPI'PA'-PATTERN CITADEL TURRET	
MANUFACTURER: Assembly Forges	**FIRING MODE:** Automatic
LENGTH: 16.4ft (5m)	**OPTICS:** Remote link
AMMUNITION: Varies	**CAPACITY:** External power

Covenant field fortifications, occupation citadels, and, in rare cases, contested zones, all leverage a myriad of turret configurations, remote link-controlled or driven by sensor profiles. In addition to the heavy plasma cannon, the turret's modularity allows them to be upgraded to function as a fuel rod cannon, needle cannon, or plasma mortar, permitting a base commander to select the appropriate arsenal.

COVENANT WEAPONS //

SHADE TURRET

AN ENORMOUS SPECTRUM OF DIVERSE TURRET SYSTEMS OCCUPY THE COVENANT'S SHADE DESIGNATION, EASILY DEPLOYABLE WEAPON EMPLACEMENTS THAT ARE DESIGNED TO FORTIFY OPERATIONAL BASES AND PROTECT SITES OF VALUE.

MISCELLANY OF FORM

Shade turrets are the most standardized system of defensive emplacements used by the Covenant and are able to be swiftly activated by dropships and deployment platforms in order to defend makeshift outposts and other locations of interest. The dramatic differences in Shade patterns reflect not functional iteration over time but explicit, purpose-built solutions in response to specific needs in groundside engagements, as well as adapting to the unique ergonomic needs of various client species. The specific configuration and pattern of Shade deployed varied based on the dictates of the local command, but was embroiled in politics, largely driven by the San'Shyuum ministers responsible for fleet logistics and weapon procurement.

BMUR'RESH_01010110

BMUR'RESH-PATTERN GUN POD	
MANUFACTURER: Achoem Weapons	**CREW:** 1 gunner
LENGTH: 18.6ft (5.7m)	**WIDTH:** 11.6ft (3.5m)
HEIGHT: 12.4ft (3.8m)	**WEIGHT:** 649lbs (294.4kg)

After the Covenant shattered, Achoem Weapons began producing a variant of the *Eeo'Pimu*-pattern–the *Bmur'resh*–reverting the restrictors formerly instituted by San'Shyuum munitions-cyphers. Although the initial line was produced by a foundry on Hesduros, all Sangheili factions quickly adopted this pattern, which featured twin medium plasma cannons resting on a mount vaguely resembling the body of *zoto'kel* crab. This Shade's open frame is lightly armored to balance between ease of access and the protection of its operator, though some variations provide ablative plating and energy shielding to supplement the frame.

SHO'RIRU_01010110

SHO'RIRU-PATTERN GUN POD	
MANUFACTURER: Achoem Weapons	**CREW:** 1 gunner
LENGTH: 14.9ft (4.5m)	**WIDTH:** 10.5ft (3.2m)
HEIGHT: 8.5ft (2.6m)	**WEIGHT:** 823.7lbs (373.6kg)

Employed in large numbers by Jul 'Mdama's Covenant and fielded by commanders who saw no value in the concept of strategic withdrawal, the *Sho'riru*-pattern was one of the most aggressive Shade emplacements developed by Achoem Weapons. Boasting an extraordinary rate of fire and a highly stable power drive, the weapon's cannon is largely without equal. It is capable of swiftly gunning down enemy infantry and mechanized forces before they can counterstrike.

PREKSHEDA_01010110

PREKSHEDA-PATTERN GUN POD	
MANUFACTURER: Assembly Forges	**CREW:** 1 gunner
LENGTH: 13ft (4m)	**WIDTH:** 9.9ft (3m)
HEIGHT: 10.1ft (3.1m)	**WEIGHT:** 598lbs (271.2kg)

The most common Shade variant during the Covenant's war with humanity, the *Preksheda*-pattern optimized modularity with several interchangeable components. This allowed the integration of different weapon systems, additional armor plates, and even upgraded shielding. The default configuration featured two medium plasma cannons, though heavier fuel rod and mortar subvariants were commonly employed. This Shade's impressive design meant that it remained in circulation long after the close of the war and heavily influenced a number of weapons developed by various splinter factions.

RIZSHEDA_01010110

RIZSHEDA-PATTERN GUN POD	
MANUFACTURER: Assembly Forges	**CREW:** 1 gunner
LENGTH: 13.4ft (4.1m)	**WIDTH:** 10.5ft (3.2m)
HEIGHT: 13.3ft (4.1m)	**WEIGHT:** 667lbs (302.5kg)

Originating from the same base template as *Preksheda*, the *Rizsheda* pattern bears a heavily integrated carapace, protecting the gunner from almost all lines of fire. Although it was not as common as its sister pattern, this Shade was often designated by tactical command ministers for overkill strikes, costly operations which absorbed substantial infantry losses in order to secure key strategic positions. This turret still remains in full service among the Covenant which survived on the Ark aboard the Dreadnought.

MAMUA'UDA_01010110

MAMUA'UDA-PATTERN GUN POD	
MANUFACTURER: Assembly Forges	**CREW:** 1 gunner
LENGTH: 14.4ft (4.4m)	**WIDTH:** 10.2ft (3.1m)
HEIGHT: 10.4ft (3.2m)	**WEIGHT:** 508lbs (230.4kg)

The artisan-armorers at Achoem Weapons claim that the *Mamua'uda*-pattern is one of the oldest Shade variants still in use, with a storied history that stretches back hundreds of years and dozens of conflicts. Despite it being outclassed in performance and providing little to no protection for its operator, it was especially prized by pious Covenant commanders due to its antiquity. The Fleet of Particular Justice's Thel 'Vadamee was one of those before his withdrawal from the Covenant, employing them in his campaign on Alpha Halo.

EEO'PIMU_01010110

EEO'PIMU-PATTERN GUN POD	
MANUFACTURER: Assembly Forges	**CREW:** 1 gunner
LENGTH: 8.7ft (2.6m)	**WIDTH:** 5.8ft (1.8m)
HEIGHT: 7ft (2.1m)	**WEIGHT:** 203lbs (92.1kg)

The lightest and most portable Shade variant used by the Covenant was the *Eeo'Pimu*-pattern, developed for special forces and select fleets operating under hierarch mandate. Small enough to be self-deployed by Unggoy, the *Eeo'Pimu* features a dissipative shielding system protecting an open gunner seat with controls to a pair of rapid-fire plasma cannons, capable of shredding enemy infantry and even light armored vehicles. Its slight, portable size proved advantageous during Regret's many invasion campaigns.

SHADE_01010110

COVENANT WEAPONS //

COVENANT ARTILLERY

OCCUPATION OF A CONTESTED WORLD WAS RARE IN COVENANT NAVAL DOCTRINE, NECESSARY ONLY IF IT POSSESSED A RELIQUARY WORTHY OF EXPLORATION. IN SUCH CASES, ARTILLERY WAS OFTEN INVOKED IN ORDER TO ESTABLISH AIR SUPERIORITY.

DOMINATING THE SKIES

The Covenant conducted ground operations only when it was absolutely essential to secure a Forerunner asset, relying on their overwhelming numerical and technological supremacy to swiftly achieve victory. Once a landing zone was captured, a perimeter defense was quickly established using a matrix of artillery to engage enemy forces on the ground, in the air, and even at the edge of space. These powerful weapons targeted and fired at any enemy warships within range, shredding their hulls into cinders and sending whatever remained down to fiery grave on the world's surface.

MANTIS_01010110

MANTIS

SKAR'WA-PATTERN SKY STRIKER	
MANUFACTURER: Assembly Forges	**CREW:** Remote link
LENGTH: 196.1ft (59.8m)	**WEIGHT:** 170.1 tons (154.3 tonnes)
ARMAMENT: 1x ultra-heavy plasma cannon	

As the Covenant's most storied extreme-range artillery, the Mantis paired remote operation and predictive-flight tracking algorithms to fire an ultra-heavy plasma bolt at distant targets. Such strikes had the capacity to obliterate smaller craft on impact and to punch deep holes into warships, fatally damaging them after only a few shots. The Mantis's need to frequently vent excess energy represents its only significant vulnerability.

TYRANT_01010110

TYRANT

CHERU-PATTERN SKY STRIKER	
MANUFACTURER: Assembly Forges	**CREW:** Remote link
LENGTH: 126.4ft (38.5m)	**WEIGHT:** 450 tons (408.2 tonnes)
ARMAMENT: 1x ultra-heavy plasma cannon	

Functioning as a semi-permanent weapon emplacement, the Tyrant was used by the Covenant to render a sky completely devoid of any enemy presence. The artillery's massive anti-warship scale plasma cannon could fire three high-velocity plasma bolts before needing to recharge for approximately ten seconds, making it extraordinarily dangerous for opposing capital ships. The cannon's only point of compromise was its pinch-fusion reactor hidden within its base, often heavily guarded by Covenant infantry and directly serviced by local command.

TYRANT_FIRING_01010110

SAKER_01010110

SAKER

CHWICH-PATTERN SKY STRIKER	
MANUFACTURER: Keep Forges	**CREW:** Remote link
LENGTH: 20.9ft (6.4m)	**WEIGHT:** 1 ton (0.9 tonnes)
ARMAMENT: 1x heavy plasma cannon	

The Covenant which arose under the vengeful hand of Jul 'Mdama was built by war forges on the frontier colony of Hesduros, employing a myriad of patterns with direct ties to ancient Sangheili designs and long-forgotten templates. Such was the case with both the *Chwich*-pattern Hesduron saker and the *Ra'aam*-pattern burst cannon, repurposed as a plasma mortar. Both of these were stripped from aging war-hulks and pressed back into service.

WEEVIL_01010110

WEEVIL

ZO'OP-PATTERN SKY STRIKER	
MANUFACTURER: Assembly Forges	**CREW:** 1 operator or remote link
LENGTH: 62.4ft (19m)	**WEIGHT:** 44.7 tons (40.5 tonnes)
ARMAMENT: 1x ultra-heavy plasma mortar	

The most common mortar artillery used by the Covenant was the Weevil. Deployed by a dropship and guarded with a light security force, the *Zo'op* platform provided fire support over large segments of enemy-contested area. The artillery could be controlled manually if tethered to a command console, but was most often directed from a remote base or ship, allowing fire coordination with an entire network of guns. A Weevil emplacement was usually littered with extra plasma batteries and surrounded by fortifications erected by support crews.

SHRIKE_01010110

SHRIKE

UPISA'WERI-PATTERN SKY STRIKER	
MANUFACTURER: Keep Forges	**CREW:** Associated intelligence
LENGTH: 43.6ft (13.3m)	**WEIGHT:** 34.8 tons (31.5 tonnes)
ARMAMENT: 2x rapid-fire heavy plasma cannon	

During the Blooding Years, Shrike artillery pods were pulled from storage and their older, simpler patterns put into production by all postwar factions, including the resurgent Covenant. Despite claiming to be the true heirs of the empire, it was not without some irony that 'Mdama's forces made use of the Shrike's reliance on semi-feral associated intelligences–a Sangheili artifice banned by the San'Shyuum after the War of Beginnings. The Shrike's speed and accuracy was remarkable, even seeming prescient to those who observed it.

ANTLION_01010110

ANTLION

EMP'SEAM-PATTERN SKY STRIKER	
MANUFACTURER: Assembly Forges	**CREW:** 2 operators or remote link
LENGTH: 32.8ft (10m)	**WEIGHT:** 251 tons (227.7 tonnes)
ARMAMENT: 1x siege plasma mortar	

Originally created more for inter-keep Sangheili conflicts than general service, the Antlions were only deployed in the rare situations that Covenant ground forces needed to besiege human strongholds and orbital fire support was unavailable or would risk damaging nearby Forerunner artifacts. Once assembled and powered, these towers can unleash devastating volleys of plasma, turning enemy fortifications into glassy craters. Its effect was astonishing, but employing it came at the cost of mobility.

COVENANT WEAPONS //

EXPLOSIVES AND MELEE WEAPONS

EVEN THE MOST DEVOUT COVENANT WARRIOR RECOGNIZED THAT SOME ENEMIES REQUIRED VIOLENT EXPLOSIONS IN ORDER TO ROOT THEM OUT, WHILE CERTAIN HERESIES COULD ONLY BE SILENCED BY THE EDGE OF THE BLADE.

PLASMA_GRENADE_01010110

PLASMA GRENADE

ANSKUM-PATTERN FIREBOMB	
MANUFACTURER: Iruiru Armory	**DIAMETER:** 5.8in (14.6cm)
FILLER: Latent plasma	**WEIGHT:** 2lbs (0.9kg)

Also known as the "holy flare" to the more pious Covenant, the plasma grenade was one of the most common weapons in their arsenal. The grenade is a remarkably complex explosive, an extraordinarily compact plasma generator buried inside a smart-matter-coated casing. After being primed, the grenade's small plasma generator core undergoes a controlled destabilization and the coating is activated, allowing it to adhere to a number of targets.

SPIKE_GRENADE_01010110

SPIKE GRENADE

JOVOKADA WORKSHOP SPIKE BOMB	
MANUFACTURER: Sacred Promissory	**LENGTH:** 36.7in (93.3cm)
FILLER: Plasma/pyrophoric composite	**WEIGHT:** 14.3lbs (6.5kg)

An elongated baton-like explosive with crude barbs that allow it to be embedded in a target, anchored to walls, or even used as an improvised melee weapon. This explosive saw extensive use at the close of the war.

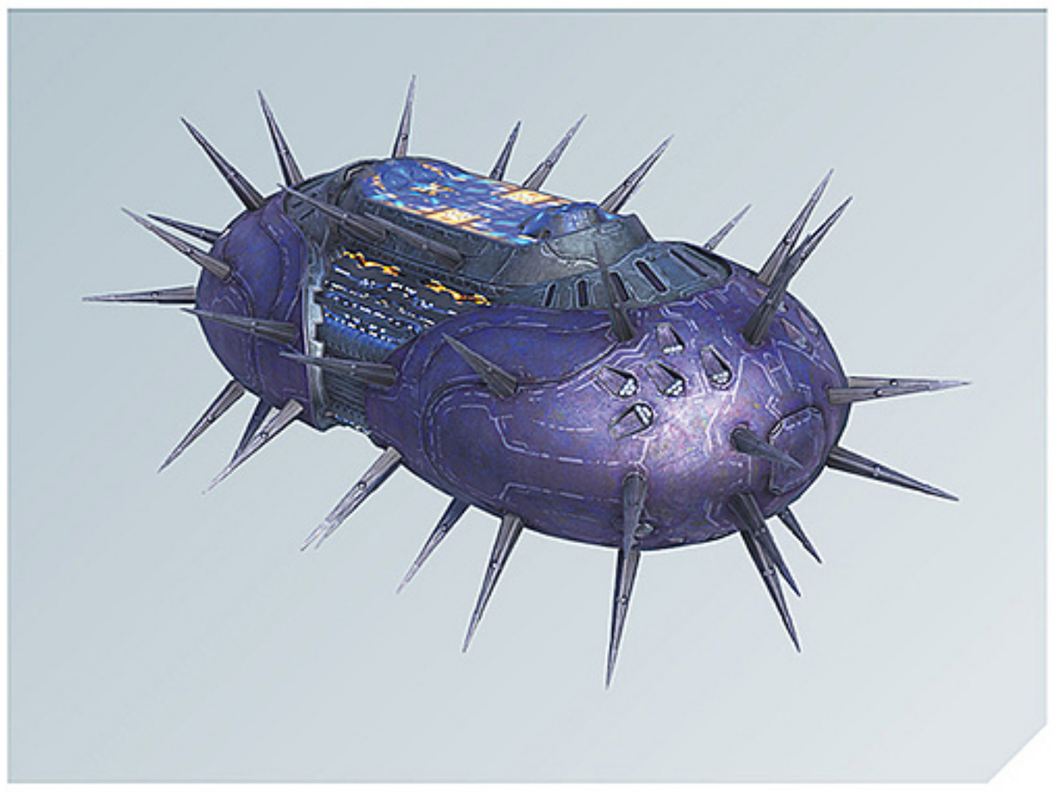
FLAME_GRENADE_01010110

INCENDIARY GRENADE

ORGUDAM WORKSHOP FIREBOMB	
MANUFACTURER: Sacred Promissory	**LENGTH:** 12.1in (30.8cm)
FILLER: Incendiary gel	**WEIGHT:** 8lbs (3.6kg)

Developed for its psychological aspect as much as for its damage potential, the Jiralhanae's firebomb is a little bit of hell wrapped in a portable package. Once primed and thrown, it produces a pool of burning liquid around the point of impact, damaging anything that passes through the raging inferno. In addition to direct application against enemy personnel and vehicles, it can also be used to block enemy movements.

CHERSHI_01010110



ANTIMATTER CHARGE

Covenant antimatter charges come in a variety of shapes and sizes, but are all designed for one purpose: destruction. Charges typically have a smooth, heavily armored casing with an interface that displays status symbols, warning glyphs, and a countdown timer. Two patterns remain most common.

RIRUKU-PATTERN VOID MAKER: This "satchel charge" was used by specialist Covenant pioneer and storm lances to breach enemy fortifications and leave on hostile ships during boarding actions.

CHERSHI-PATTERN VOID MAKER: The infamous spiked sarcophagus, though originally intended for excavation, that was a large-scale explosive capable of cratering entire cities or downing capital ships.

ENERGY SWORD

Since antiquity, Sangheili have tested their skill at arms with melee weapons such as the curveblade and the twin-scythe. The energy sword was the logical evolution of those ancient and storied martial weapons, perfectly suited for the brutal-yet-clinical fighting style preferred by the Sangheili. The blade itself is formed by superheated plasma contained and bound in magnetic lines that extend from the hilt. In addition to the energy swords, which were mass-produced in assembly forges, Sangheili blademasters are often commissioned to create ornamented and hand-customized weapons for those of elite standing.

PELOSUS_01010110

PELOSUS-PATTERN FIREBLADE

MANUFACTURER: Assembly Forges

LENGTH: 51.6in (131.1cm) **WEIGHT:** 5.4lbs (2.5kg)

DOMOTOS_01010110

DOMOTOS-PATTERN FIREBLADE

MANUFACTURER: Assembly Forges

LENGTH: 50.6in (128.5cm) **WEIGHT:** 5.2lbs (2.4kg)

ZOKOTUS_01010110

ZOKOTUS-PATTERN FIREBLADE

MANUFACTURER: Merchants of Qikost

LENGTH: 51.5in (130.8cm) **WEIGHT:** 4.9lbs (2.2kg)

GRAVITY HAMMER

A brutal melee weapon that combines a traditional Jiralhanae-bladed war hammer with repurposed Covenant gravitic impellers integrated onto the striking face. These impellers give the weapon its namesake, and each smash produces a devastating area-of-effect pulse that leaves battered opponents in its wake. Over the course of the war, a variety of hammer styles were produced in workshops and war forges, sporting performance upgrades and individual stylistic tweaks to give their power-hungry owners a unique and lasting impression on the battlefield—oftentimes in a very literal sense.

AKELUS_01010110

AKELUS WORKSHOP WAR HAMMER

MANUFACTURER: Sacred Promissory

LENGTH: 80.2in (203.6cm) **WEIGHT:** 85.3lbs (38.7kg)

PAEGAAS_01010110

PAEGAAS WORKSHOP WAR HAMMER

MANUFACTURER: Sacred Promissory

LENGTH: 80.2in (203.7cm) **WEIGHT:** 93.5lbs (42.4kg)

MELEE COMBAT

In the complex honor economy of Covenant warriors, close-range kills that demonstrate artfulness and martial skill were highly prized.

- **ENERGY DAGGER:** Sangheili adaptation of Forerunner *misericordia* blade-tools, many have been integrated into combat harnesses.
- **ENERGY LANCE:** Used in both single- and double-bladed forms, effectively an energy sword mounted on a longer haft.
- **ENERGY GARROTE:** Weapon splays to reveal a bright-green arc that binds around the target's neck, suffocating them while it burns through flesh and bone.
- **ENERGY STAVE:** Largely ceremonial weapon wielded by Honor Guards as a symbol of office, but is easily capable of eviscerating any who threaten the hierarchs.
- **BURNBLADE:** The sword first created by the arms masters of Qikost in the early period of Sangheili interstellar expansion, which is now enjoying a resurgence of popularity among human pirates.
- **PAINGLASS SABER:** Known by Kig-Yar as *chiss-teh*, sharpened and chemically treated shards of Subanese crystal combined with a modified energy projector, forging a particularly cruel weapon.

CHAPTER THREE

FORERUNNERS

Architects of the ecumene and its boundless stores of technology that still haunt the galaxy, yet these are only one part of their legacy. The other is weighed down by many ages of hubris and deceit. As resplendent as was the work of their hands, in a single catastrophic moment, the activation of Halo left it all cold, dark, and empty.

INTRODUCTION TO THE FORERUNNERS //

THE FORERUNNERS

AT THE HEIGHT OF THEIR POWER, THE FORERUNNERS WERE UNMATCHED IN BOTH TECHNOLOGICAL MASTERY AND THE EXTENT OF THEIR DOMAIN, INHABITING MILLIONS OF WORLDS AS SELF-APPOINTED STEWARDS OF ALL LIFE IN THE GALAXY.

WORLD_BUILDERS_01000101

The Forerunners were skillful builders, brilliant thinkers, and fearless warriors who took upon themselves the role of wardens of all life in the galaxy, though their ambition often exceeded their humility. In their prime, billions of Forerunner starships plied goods, ferried passengers between stars, and enforced their vision of peace throughout space—they were a civilization without equal. Tragically, their own hubris and sins hidden in the ancient past would be their ultimate undoing, as the arrival of the Flood swiftly unraveled their empire, eventually forcing them to activate the galaxy-purging weapon called Halo.

ORIGIN

The Forerunners were the creation of the enigmatic Precursors, branched from a base stock that also produced ancient humanity. For ages, the two species evolved alongside each other, the Forerunners eventually overtaking their peers in wisdom and technological development. Although they had mastered many arts and sciences at the feet of the Precursors, the strange workings of their creators' minds and artifacts eluded even the Forerunners' keen intellects. Tragically, this relationship would end in betrayal and genocide. Whether out of fear or pride, the Forerunners struck at the Precursors in a one-sided war of extermination, cutting down their benefactors in Path Tolgreth (the Milky Way) and Path Kethona (the Greater Magellanic Cloud). In the end, all known Precursors were destroyed and the Forerunners seized the position of their makers, taking upon themselves what was known as the Mantle of Responsibility.

FABER_01000101

SPECIES NAME: *Primoris prognatus*

HOMEWORLD: Ghibalb (former), Maethrillian (final)

HEIGHT RANGE: 6ft 6in–13ft 7in (198.1cm–414cm)

WEIGHT RANGE: 242lbs–831.4lbs (109.8kg–377.1kg)

PHYSIOLOGY

Physically similar to humans in their basic form, Forerunners have flat noses, patches of fur, spine-like hairs, and double-jointed, six-fingered hands. Their mastery of directed evolution, predictive epigenetics, and crafted gene expression allowed them to mutate their bodies for preference or benefit, and even extend their lives into millennia with the aid of body-assist armor. Forerunners began their lives as Manipulars, without mutations or any modifications beyond standard germline engineering and genetic therapy. Physical and neurological development was extremely rapid and Manipulars reached maturity within five years. Education was equally accelerated through ancilla-assisted neural stimulation, limited imprinting, and natural Forerunner mental agility. Barring unforeseen issues, a Manipular was tested and confirmed ready for their adoption of rate and first mutation by the age of twenty.

CULTURE

All of Forerunner society was divided into designer clades known as rates. Each rate performed a specialized function within their civilization, and their relative influence on politics and policies was ever-shifting. Social patterns and mores were highly variable between rates, though the pervasive influence of the Domain repository and the mediation of personal ancillas prevented a loss of cultural cohesion. With translation systems, basic mental acuity, and interpretive neural interfaces, language was largely a matter of personal taste, and vocalization was itself optional, with many to choose from that spanned across their long history. All Forerunners were bound by what they referred to as the Rule of the Mantle, an ethical code whose most important precepts were protection and preservation of life. To possess the Mantle was to hold a sacred privilege to serve as caretakers of the galaxy and shepherd those they deemed less advanced–a right they believed was theirs due to the extent of their dominion and accomplishment. While this did not prevent individual abuses, it created a system of checks and balances that guarded the Mantle from being gradually distorted over time.

RATES

Every Forerunner adopted a rate upon reaching physical maturity, specializing their body and mind to become living paragons of scientific, artistic, or martial skill. Rates were physiological modifications and conditioned responses that defined Forerunner occupational and social groupings. Over time, these modifications could be adjusted and improved using genetic engineering and neurotherapy to match a Forerunner's station in society, task specialization, physical development, and intellectual maturity. Sequences of mutations resulted in obvious and significant physiological changes, and reaching each new form was a major milestone in a Forerunner's life. Alignment to a specific rate could be changed, or mutations quickly adopted, but this was very rare and often caused damage to the Forerunner's core personality. The vast majority of Forerunners advanced within a single rate–often the same as their parents–with long interims between major mutations to adjust to new capabilities and experiences. The major rates at the end of their civilization were Builders, Miners, Lifeworkers, Warrior-Servants, and Engineers.

EMPIRE

The Forerunners' expansive empire was known as the ecumene, a civilization that dominated almost the entire galaxy with a presence on over three million worlds. The Forerunners' Ecumene Council was the ultimate executive and judicial body, its members representing the vast sprawl of ecumene culture. The Council set policy and adjudicated swiftly as it saw necessary, typically where there were clear violations against the Mantle. The original homeworld of the Forerunners, Ghibalb, was destroyed millions of years ago in an accident related to early stellar engineering efforts. Their centers of power eventually coalesced into the massive world-station of Maethrillian, often referred to simply as the Capital. While they rarely involved themselves personally in the affairs of the species they guarded, the Forerunners' administration could be intrusive and manipulative. As the eons wore on, their interpretation of the Mantle became increasingly narrow, and punishments for transgressions against their directives more severe.

MAJESTY_01000101

INTRODUCTION TO THE FORERUNNERS //

FORERUNNER HISTORY

STRETCHING BACK MILLIONS OF YEARS BEFORE THE MODERN ERA, THE STORY OF THE FORERUNNERS IS ONE SHROUDED IN HALF-TRUTHS AND MYSTERY. FOR THOSE FOLLOWING IN THEIR WAKE, THE FORERUNNERS' LEGACY WOULD GIVE RISE NOT ONLY TO FALSE RELIGIONS AND THE CRUEL AMBITIONS OF OPPORTUNISTS, BUT ALSO HOPE, BRAVERY, AND SACRIFICE.

THE BEGINNING

Created by the Precursors, the Forerunners were seeded on the world Ghibalb fifteen million years ago. They developed at an extraordinary rate, prominently establishing themselves across twelve star systems. Learning the tenets of the Mantle of Responsibility from the Precursors, the Forerunners desired to serve the same purpose, but came to discover that their makers had passed over them and chosen humanity as their inheritors. The antipathy seeded in the hearts of the Forerunners due to this choice ultimately drove them to betray and attack the Precursors, when some in their number believed that their creators were intending to wipe them out. Pursuing the Precursors into the neighboring galaxy, Path Kethona, the Forerunners systematically exterminated their makers. Many warriors who executed this order, weighed down by their guilt, refused to return home. After a brief and violent mutiny, those who survived settled on an isolated world they called Sedaaro, stripping themselves of their weapons and their shameful past.

With the Precursors no longer a threat, the Forerunners now laid claim to the entire galaxy, seizing the Mantle of Responsibility and initiating an era of unbounded exploration and expansion. Although they made efforts to unravel the secrets of their creators, other avenues of research proved more fruitful, even if fraught with danger. During this time, Ghibalb was made desolate by a series of novae, triggered by early experiments in stellar engineering. The millions of years that followed, however, saw remarkable development: The Forerunners established empires, fought wars, built worlds, and quarreled among themselves–yet none could challenge their power. Their own various civilizations grew, splintered, merged, and evolved until all eventually converged into the ecumene, a single expansive empire governed from Maethrillian–the Capital. During these long ages, the Precursors and their tragic fate passed out of Forerunner memory, essentially becoming a myth to their people.

NEWFOUND ENEMIES

Outside the borders of the ecumene, two species–humanity and the San'Shyuum–had already expanded well beyond their own respective cradle worlds, establishing numerous colonies within their realm of the galaxy. Eventually, they formed an alliance based on Charum Hakkor, long believed to be a Precursor hubworld. This alliance was shaken, however, when a ravenous parasite known as the Flood surfaced on their worlds, forcing them into a desperate fight for survival. In an effort to halt the parasite's cruel spread, humanity's military leader Forthencho–the Lord of Admirals–attempted to contain and cauterize their enemy by destroying neighboring Forerunner worlds in the path of the Flood's expansion. It wasn't long, however, before

the Forerunners responded to these seemingly hostile actions with military force. Unaware that the Flood was the actual threat and led by their chief military commander, known as the Didact, the Forerunners aggressively struck back at the human-San'Shyuum alliance.

The Forerunners assaulted contested worlds with the full force of their fleets, and the humans were eventually driven into a retreat. After decades of conflict, the Didact prepared to launch a final attack against Charum Hakkor, the last of the human strongholds. This protracted siege would last three years and expend the breadth of Forthencho's once-vast military. In the end, however, it would be a secret deal between Forerunners and San'Shyuum which ultimately sealed the fate of humankind, allowing strategic inroads to be made on Charum Hakkor. The Didact soon forced Forthencho's surrender, bringing an end to the war. After humanity's defeat, however, the Forerunners wavered on whether or not to completely purge their species from the galaxy, especially considering that most believed the sudden departure of the Flood might have somehow been caused by the humans. Ultimately, in order to uphold the tenets of the Mantle, the Council sentenced humanity to be devolved on their cradle world, Erde-Tyrene.

PREPARATIONS

At the height of the war, the Forerunners learned the harrowing truth about the Flood, humanity's bitter conflict with the parasite, and its enigmatic departure. This mystery left the Forerunners with dark questions. Convinced that the Flood would one day return, many insisted that preparations be made. Two key proposals were levied. The Didact desired to employ strategically positioned shield worlds while the Master Builder offered an alternative: a weapon network called Halo, capable of not only killing the Flood, but the hosts it fed on—namely, sentient life. Although a radical plan, the Council agreed with the Master Builder, yet forced him to also create shield worlds which would allow other species to survive the effects of Halo.

The Didact, however, saw Halo as an affront to the Mantle and strongly opposed it. In turn, he and his rate were increasingly ostracized until he was committed to exile. His wife, the Librarian and leader of the Lifeworker rate, secured him within a Cryptum and hid him on Erde-Tyrene for his own safety. In response to the devastating power of Halo, the Librarian began exacting her own plans. Through the indexing of countless species, which would otherwise be destroyed, the Conservation Measure would allow her civilization to avert the mass extinction that Halo would inevitably cause and preserve the galaxy's biodiversity by reseeding them on worlds after the weapon's activation. Shortly before the Didact's exile, the Librarian's own curiosity—and a trip to the distant Path Kethona—led her to discover the truth about the Precursors, finding a deep and haunting link to the Flood. On the world of Sedaaro, she learned the sobering reality: The Forerunners had slaughtered their own makers and the Flood was recompense for their deeds.

BATTLE_ON_CHARUM_HAKKOR_01000101

THE FLOOD

It was not long before the parasite returned to the galaxy, surging onto Forerunner worlds with renewed aggression, converting entire populations into relentless hordes, furthering its voracious expansion. During the years that followed, the Master Builder gave a powerful ancilla, Mendicant Bias, full control of the Forerunners' defenses, including Halo—twelve powerful, yet untested weapons—forged at what would be known as the Ark. Secretly, he began development on a separate network of ringworlds, one with a far greater and more destructive effect. Despite extraordinary efforts by the Forerunner military, all strategies and tactics fell short, and the Flood implacably spread throughout the ecumene. The Librarian and her Lifeworkers continued to index life, cataloging and preserving samples that could be saved. However, since humanity's tragic defeat at Charum Hakkor, her attention was fixed on their species, who she now saw as the rightful heirs to the Mantle. The Librarian had begun to set into motion meticulous plans to bring about humanity's own ascendancy in the millennia to come.

BETRAYAL

Desiring to demonstrate the power of his weapons, the Master Builder ordered Mendicant Bias to fire one of the original Halo weapons—Gyre 11—at Charum Hakkor. The test was a success, but it unwittingly released an ancient and formidable creature that humanity had imprisoned long ago—an enigmatic beast called the Primordial. Taking this creature onto Gyre 11, the Master Builder quickly recognized its deep connection to the Flood and pressed his ancilla to interrogate it. During the decades that followed, Mendicant Bias would probe the Primordial's secrets, though ultimately succumbing to the creature's own manipulations, having revealed itself to be the last of the Precursors and the very progenitor of the Flood. The Primordial declared that the parasite was retribution against the Forerunners for atrocities they had committed long ago.

At the same time, a young Builder named Bornstellar found himself drawn to Erde-Tyrene by the Librarian's machinations. Led by two humans—Chakas and Riser—he unwittingly awakened the Didact from his exile. Upon visiting Charum Hakkor, the Didact gave Bornstellar his imprint—effectively integrating his own consciousness into the young Forerunner's, in order to preserve all that he knew. After the Didact

was captured by the Master Builder, Bornstellar—believed to be all that remained of the once-exiled commander—was brought to the Capital to attend a trial for the Master Builder and his many misdeeds. The trial, however, was interrupted by Mendicant Bias, who had gathered all twelve Halo installations and begun a devastating assault against its own makers. Many Forerunner lives perished during this siege, and only two of the original Halo installations remained in the end: one kept by Mendicant Bias, and the other taken back to the Ark, to which Bornstellar managed to escape.

FUTILITY AND DEFEAT

With the original Ur-Didact now believed to be dead, Bornstellar took on the title IsoDidact and began to lead the Forerunners against the Flood. In his pursuit of Mendicant Bias's stolen Halo, he finally managed to secure the ring, defeating both the ancilla and the Primordial. In the process, Bornstellar transformed this installation into Zeta Halo, finalizing a second, more deadly network of rings, which had been constructed in secrecy. With nearly two-thirds of the galaxy ravaged by the Flood, the IsoDidact had come to believe that Halo—despite its radically destructive power—was the only certain solution to the Flood. During this effort, the Ur-Didact suddenly emerged from the parasite-infested sectors of the galaxy, where he had been held captive by the Flood's compound intelligence—the Gravemind. Twisted and broken by this encounter, the Ur-Didact used a Composer to create an army of machine-warriors from his own Promethean soldiers, one that could effectively fight the Flood without risk of infection. Despite their success, they were simply far too few—so the Ur-Didact mercilessly turned toward Erde-Tyrene and his old enemy: humanity. Composing these beings was an act of cruelty so vile to the Librarian that it forced her hand against her own husband, betraying and sealing him in a Cryptum on the shield world Requiem.

As the Flood continued to overwhelm the galaxy, Mendicant Bias escaped capture—once again in league with the parasite—this time to enact the will of the Gravemind. With dwindling military resources and pressed deep behind a defensive sphere they had established, the Forerunners had little hope left, most having taken shelter on the Ark, guarded by the last original ring—Omega Halo. Unleashing Offensive Bias, an ancilla capable of opposing their enemies, the Forerunners summoned the bulk of their remaining military fleets to defend the great installation. The Master Builder himself sought to control Omega Halo, using it against the Flood's overwhelming presence that converged on their location. These efforts, though courageous and sacrificial, would ultimately prove to be insufficient. The last major Forerunner population would be destroyed here at the Ark and Omega Halo.

THE ACTIVATION OF HALO

Very few Forerunners survived this battle, but among those who did was the IsoDidact, who fell back to a surviving Ark, the hidden foundry of the second and final network of Halo rings. Offensive Bias had also survived and salvaged many Forerunner vessels and their crews to make a final stand, as the IsoDidact prepared to fire Halo. Sending each installation to its designated location, the IsoDidact finally activated the rings, scouring the galaxy of sentient life and eradicating the Flood. The Librarian had sacrificed herself, drawing the Flood's attention to Erde-Tyrene just as the array was ignited. Stunned by this desperate act, Mendicant Bias attempted to ward off Offensive's

ACTIVATION_OF_HALO_01000101

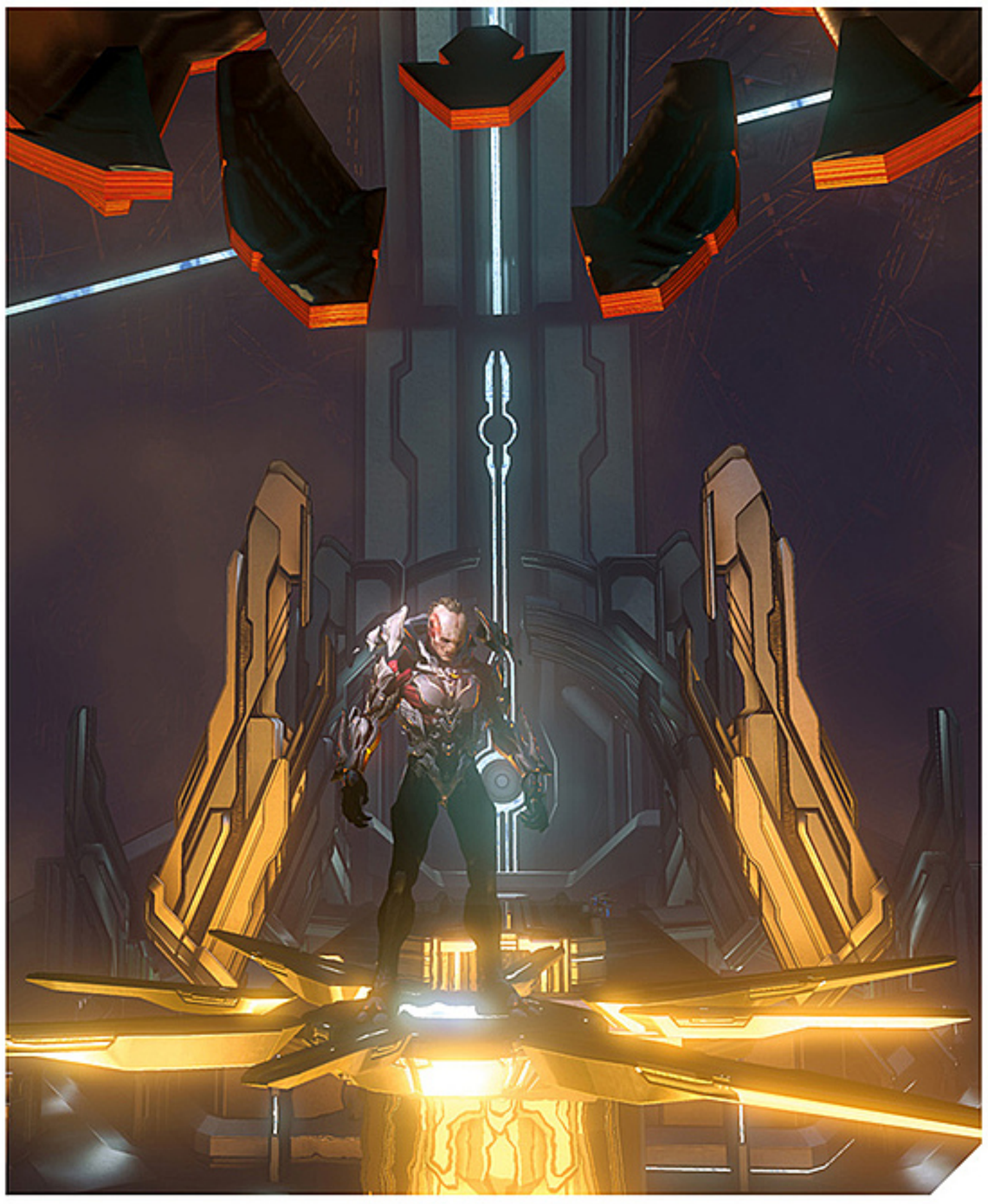
attacks, but was unable–finding itself once again captured, this time securely imprisoned deep within the surviving Ark. Halo's effect was totally obliterative, completely wiping out all thinking life from the galaxy. Yet, in the years which followed, the IsoDidact and the few Forerunners who had managed to survive initiated the reintroduction plan, reseeding worlds with the creatures Halo had destroyed. After restoring the Domain–an ancient galaxy-spanning information system critical to aiding the civilizations to come–the IsoDidact solemnly fled the galaxy in exile with the few Forerunners who remained.

LEGACY OF THE FORERUNNERS

During the ages that followed, Mendicant Bias awakened in his confinement, earnestly desiring to help humanity reclaim the Mantle and atone for his own crimes against the Forerunners. The ancilla took one of the keyships used for reintroduction and traveled back to the galaxy. Unable to make the full journey to Erde-Tyrene, the vessel crashed on Janjur Qom, the homeworld of the San'Shyuum. They, however, mistook the ship and other Forerunner relics on their world as the creations of gods, a misunderstanding which would ultimately lead to the formation of the Covenant. The artifacts left behind by the Forerunners not only posed questions for the civilizations that discovered them, but also led to profound technological advances. Humanity, though largely unaware of these enigmatic objects for much of their history, would still benefit from the Librarian's own designs for them: their super-soldier and artificial intelligence developments found their source in her own long-dormant plans.

At the end of humanity's thirty-year war with the Covenant, a conflict entirely instigated by mistaken interpretations about the Forerunners, the first Halo ring–Alpha Halo–would be discovered. This event quickly led to the revelation of other rings and shield worlds, drawing humanity once again into the story of the Forerunners. Now aware of the true purpose of Halo, the humans managed to prevent the activation of the array in their narrow defeat of the Covenant, but in the aftermath, they discovered and awakened the Didact from Requiem. Freed from his Cryptum and enraged by all that his people had lost, the Didact sought to wipe out humanity, using their own essences to recreate the army he had one hundred thousand years earlier. Although he would compose an entire city on their homeworld, the Didact would eventually be stopped by a lone super-soldier and his artificial intelligence, the very work the Librarian had instigated to protect humanity and secure their species' inheritance of the Mantle.

Despite her profound focus on the humans, the Librarian's plans were not restricted to their kind. In an effort to right the wrongs the Forerunners had committed against the Precursors, she set into motion a plan to reseed Path Kethona. This eventuality would come about by the hands of the ancient human, Chakas, who had been composed into an ancilla to monitor and safeguard Alpha Halo. His hopeful actions on Bastion would lead to the eventual rebirth of the Precursor people, undoing the Forerunners' genocidal attack millions of years earlier. But

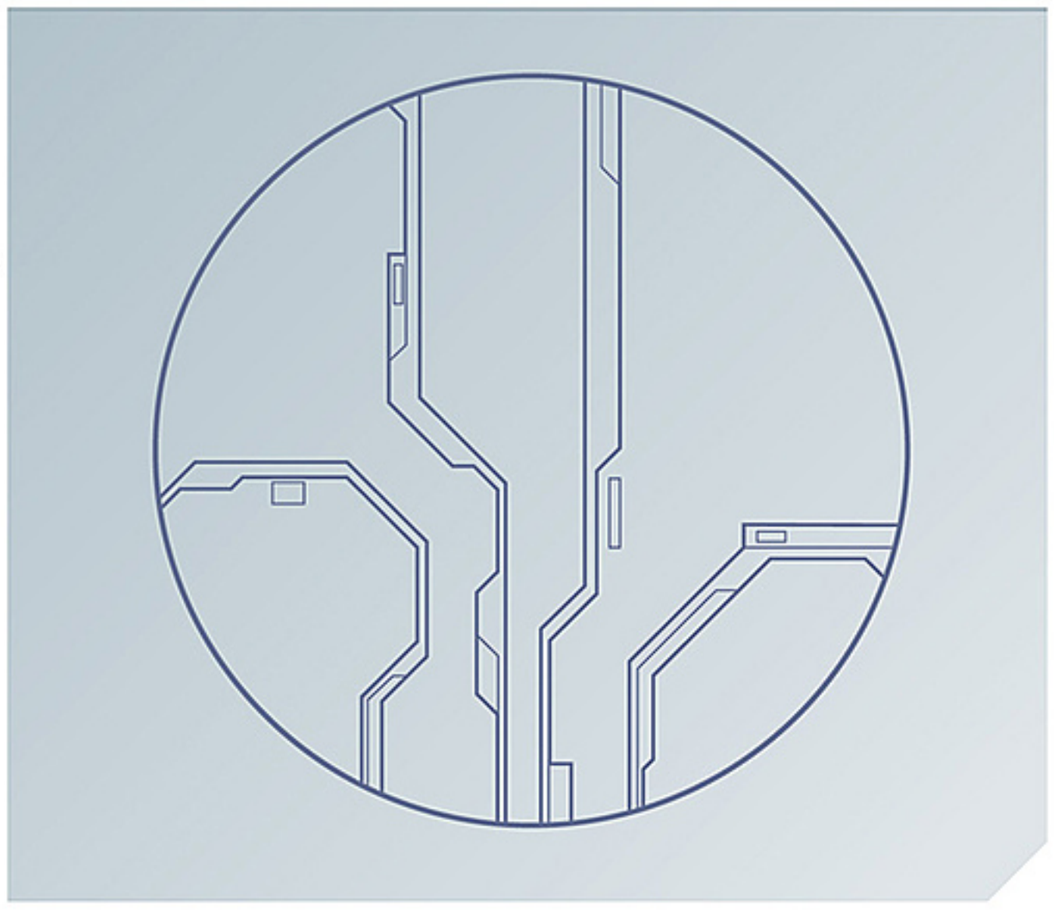


AWAKENING_THE_DIDACT_01000101

the Librarian's plans were not realized without conflict. Cortana–the very same human AI that stopped the Didact–was consumed by the Domain while in the throes of rampancy. These factors led her to seize the Mantle of Responsibility herself, installing Guardians across the galaxy in an effort to enforce her own rule of peace.

THE DARK SECRET

Access to the Domain had granted Cortana immense power, but her reign would not last. Cornered on Zeta Halo by the Banished, a cunning and ruthless faction, she was ultimately forced to destroy herself and a large portion of the ring, leaving its recovery and fate to the humans stranded on it. Vestiges of a separate, ill-fated effort to stop Cortana, the scattered human remnant fought for survival as the ring labored to repair what had been damaged. The Banished, however, sought something else. Hidden on the ringworld was a dark Forerunner secret, the one thing Halo could not eradicate: the Endless, a species so mysterious and formidable that the even the Forerunners feared their existence, having removed all evidence of them from their records. Claiming to be the victims of a grave injustice at the hands of the Forerunners, the Endless bided their time while imprisoned on the ringworld, awaiting a day of vindication. While the Banished were successful in releasing the Harbinger–the first of the Endless to emerge from the shadows–she was eventually taken down by the humans. This may have momentarily halted Zeta Halo's process of reformation, but for the Banished, the Harbinger was only the beginning, placing the legacy of the Forerunners and all they endeavored to protect in the balance.


THE_ELD_01000101

THE ELD

Belief in the Mantle was universal among the Forerunners, and its glyph sigil, known as the Eld, was a prominent artistic element on their architecture. Its origins predate the Forerunners themselves.

ECUMENE COUNCIL

The Ecumene Council was the ultimate executive and judicial body of the Forerunner empire, and it was they who set and forced civilization-spanning policies, and apportioned rare resources, such as slipspace travel capacity. It represented every significant power bloc and rate across the ecumene, though the Council's holistic influence waxed and waned over the eons. Nevertheless, it remained the center of Forerunner civilization. A minimum quorum was five hundred councilors, their chambers perched in the towering and baroque cathedral-spires of Maethrillian. Despite its regalia, the power of the Council was never absolute, nor did it attempt to be a fully centralized authority. Entire regions of Forerunner civilization could operate autonomously if they so wished, but tensions between factions occasionally led to violence and social disruption. Forerunner schisms were extraordinarily destructive, but rarely did they involve other species. These were often localized to only a few hundred planets and lasting only a few centuries.

THE DOMAIN

The Domain is a self-aware transdimensional knowledge reserve used by the Forerunners–and the Precursors before them–to document, transmit, and interpret all information and personal memory in their galaxy-spanning realm. It contained enormous volumes of data useful for daily life, but also held the entirety of recorded Forerunner history, including imprints and essences from their ancestors. It was essentially the mind and soul of their people, the sum of all they knew and had experienced. It was also an enigma to the Forerunners, who inherited its archives but not the knowledge of how it functioned or the means to interpret Precursor facets buried deep within it. Much of the Domain was scorched by the firing of Halo, its accumulated history nearly lost forever. Aspects of its infrastructure survived, however, and its full restoration was rekindled by a handful of Forerunners just before their own self-appointed exile.

COUNCIL_01000101

HANDIWORK_01000101

INTRODUCTION TO THE FORERUNNERS //

BUILDERS AND MINERS

SHAPING THE GALAXY TO CONFORM TO THEIR EVERY WHIM, THE FORERUNNERS' LEADING RATE WAS THE BUILDERS, THOSE WHO CONSTRUCTED THE GREAT EDIFICES THAT WOULD TARRY IN THE GALAXY FAR LONGER THAN THEIR OWN CIVILIZATION. THEY WERE AIDED BY THOSE WHO PROVIDED THE RAW MATERIALS FOR SUCH EXTRAORDINARY CREATIONS—THE MINERS.

BUILDER_01000101

HEIGHT: 7ft 1in–13ft 7in (215.9cm–414cm)

WEIGHT: 242lbs–795lbs (109.8kg–360.6kg)

PHYSIOLOGY

Tall and lithe, the eldest and most high-ranking Builders reached up to four meters in height. Their prominent physical characteristics were finely carved, with polished gray skin as well as dark eyes that were sometimes brightly flecked. Eager to clearly convey their affluence, Builders extensively customized their bodies to be more efficient, and had mutation options tailored for task specializations. Builders existed at the very apex of Forerunner culture and society–their carriage and frame fit this position of nobility.

BUILDER SECURITY

Builder Security was responsible for the safety and defense of their rate's facilities. Over time, its purview and influence expanded, until the machinations of the Master Builder resulted in this force eclipsing the Warrior-Servants in both stature and authority during the centuries before the appearance of the Flood. At the height of Builder Security's power, many Warrior-Servants transitioned to their ranks, and a new series of mutations was commissioned by the Master Builder to bridge the Builder and Warrior rates. This experiment is assumed never to have been seen through to its conclusion due to the Flood War and resulting political crisis. In the end, the IsoDidact, who had been born a Builder, yet became a Warrior-Servant through the imprint of the original Didact, united both rates to make their final stand against the Flood. Joined by the Master Builder, these efforts were valiant and noble, but ultimately futile.

BUILDERS

Master designers, engineers, and artists, the Builders stood first in prestige and power among the rates. They were responsible for the design and construction of nearly all Forerunner ships, buildings, ancilla, and megastructures. Their kind tinkered with the fundamental building blocks of reality, constructed machines the size of moons, and wove together artificial minds that could surpass even their creators. Builder families and cohorts jealously guarded their talent and accolades, but it was their respective guilds that truly mattered. Each was focused within a narrow range of interests, but the depths of their accumulated knowledge and resources could never be underestimated–guilds moved entire planets in competitions for reputation and the attention of innovative designers. Though most Builders preferred to mold exotic matter and experiment with artificial consciousness, others strove to build dynasties and massive power blocs–and a few had the breadth of wisdom and the strength of will to do both. Chief among their rate was the position of Master Builder, and no individual more aptly encompassed the extent of their ambition than Faber-of-Will-and-Might, the Master Builder responsible for the design and legacy of Halo.

MARVELS_01000101

INTRODUCTION TO THE FORERUNNERS //

FORERUNNER SOCIETY

AT THE CENTER OF THE FORERUNNERS' EXPANSIVE AND DIVERSE SOCIAL FRAMEWORK WAS A UNIFIED BELIEF IN THE MANTLE, AN ETHOS SAID TO HAVE BEEN ENTRUSTED TO THEM BY THE PRECURSORS IN A LONG-FORGOTTEN AGE, THOUGH ITS ULTIMATE ORIGIN WAS UNKNOWN. THE MANTLE WAS THE BEATING HEART OF FORERUNNER LIFE, CULTURE, AND INNOVATION.

SILENT_JUDGMENT_01000101

THE MANTLE

The Mantle of Responsibility was a religio-philosophical set of beliefs and practices that served as the basis of Forerunner law and political organization. In theory, all Forerunners were governed by what they called the Rule of the Mantle, an ethical framework with a central focus on the protection and preservation of life–especially sentient life. To bear the Mantle was to embrace the weighty responsibility of caretaker, overseeing the galaxy's many species. The philosophy, delegation of responsibilities, and implementation of the Mantle of Responsibility had many contradictions and was the subject of differences in interpretation and implementation by Forerunner authorities. The extremes of these precepts and Forerunner interpretation could be crudely distilled as authoritarian and philanthropic.

AUTHORITARIAN INTERPRETATION: The Mantle is an obligation to oversee the safety and development of all life in the galaxy, and is a privilege enjoyed solely by the Forerunners. At its most extreme, some Forerunners saw the galaxy as wild and barbaric, filled with species that would advance their own self-interest to the destruction of others. In their analysis, the Mantle's authority must be brought to bear to prevent lesser civilizations from disrupting galactic harmony and biodiversity through enforcement of genetic and cultural states that Forerunner wisdom alone deemed proper and acceptable.

PHILANTHROPIC INTERPRETATION: The Mantle is a set of guidelines for the benevolent stewardship of life in the galaxy, not a source of authority to judge its fitness or role. Forerunners who followed this interpretation believed themselves to be advisors and caretakers, allowing those in their domain to flourish and evolve with only minimal intervention. At its most extreme, some Forerunners advocated for allowing species to go extinct, or to go to war among themselves, to provide dynamism and potential for new growth.

MINER_01000101

HEIGHT: 6ft 6in–9ft 8in (198.1cm–325.4cm)

WEIGHT: 243.9lbs–716.4lbs (110.6kg–325kg)

MINERS

Proud and pragmatic, the Miners' wisdom and counsel was respected by all rates, though their lack of interest in politics prevented them from ever reaching the pinnacles of power in the Ecumene Council. However, without their work and knowledge there would be no megastructures, no peerless architecture, and no grand Forerunner starships that traversed the stars. Miners were responsible for planetary and stellar engineering–the foundation on which the other rates' contributions were ultimately built. It was the Miners who broke apart worlds, reforged them, or stripped them bare for raw materials, as needed. Their rate delved into stars and shattered planets to extract the rarefied substances the ecumene needed to fuel its great engines of creation, and while Miners may have indeed cared little for political machinations or displays of power, their kind did hoard many secrets about the Precursors and Forerunner history–secrets that have presumably remained unknown even into the modern era.

PHYSIOLOGY

Miners were relatively short in stature, though their bodies featured multiple redundancies and possessed a resilience that other rates had long ago edited out of their mutations as unnecessary. Their eyes were generally a light gray and their skin color ranged from dark gray to deep brown, though it was typically covered by the robust and thick armor they wore–designed to withstand the extreme environments in which their rate was often required to perform their indispensable functions.

FIRES OF CREATION

The Miners were masterful engineers and scientists, and competition was fierce among the rates to recruit their expertise for prestigious construction projects and research efforts. Their collaborations with the Builders were particularly fruitful and inspired, with both rates drawing upon each other's strengths and insights to create miracles of matter and energy. Among these collaborations were efforts to grow new slipspace cores from flakes extracted from the Precursor core at Maethrillian, experiments to tap exotic natal dimensions to mass-produce stars, and the creation of permanent rifts into slipspace.

PARADIGM'S LOOM

Long before the eruption of the Flood and revelations of the *Audacity*, the Miners had a keen interest in the Precursors, hoping to unravel their forebears' secrets to better their own arts of extraction, creation, and manipulation. At the direction of the eldest of their rate, Miner Manipulars scoured the stars and exotic depths of slipspace to find planets, moons, and stellar masses that possessed a strictly prescribed set of signature traces. At great cost and under the utmost secrecy, the most promising of these were hauled to a specialized world engine at the periphery of the ecumene for deconstruction and analysis to reveal the enigmas within. What they learned from this exploration and study is unknown.

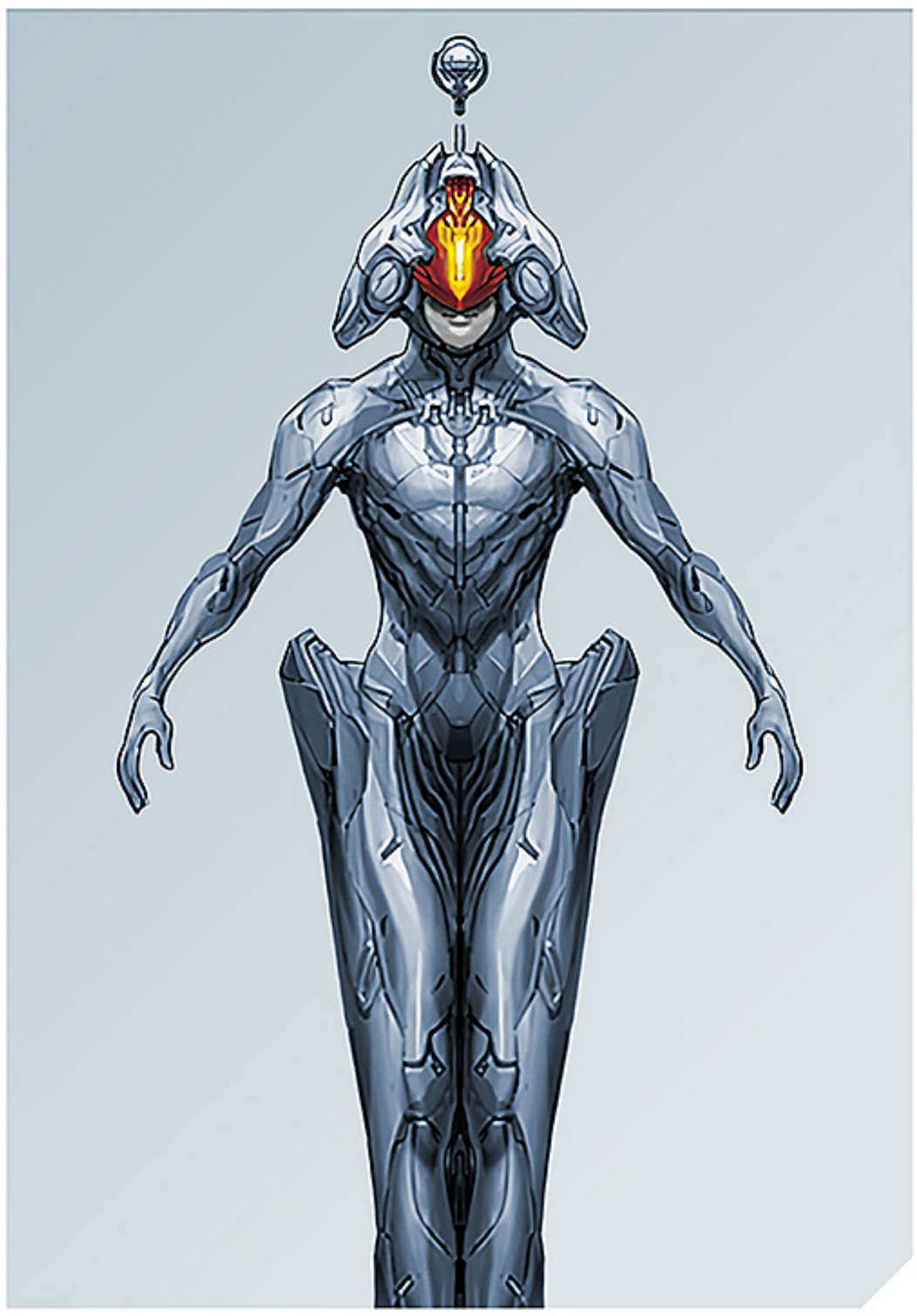
UNRAVELING_MATTER_01000101

INTRODUCTION TO THE FORERUNNERS //

LIFEWORKERS AND OTHER RATES

FASCINATED BY THE REALM OF LIVING THINGS, LIFEWORKERS WERE AT THE CENTER OF THE FORERUNNERS' APPLICATION OF THE MANTLE AND WERE FUNDAMENTAL DURING THE EXISTENTIAL PLIGHT OF THE FLOOD. THE FORERUNNERS POSSESSED MANY OTHER RATES BEYOND THOSE THAT WERE COMMON, BUT THE DETAILS OF MANY OF THESE WERE LOST TO OBSCURITY.

LIFEWORKER_01000101



SAFEGUARD_01000101

HEIGHT: 7ft 10in–9ft 9in (238.8cm–297.2cm)

WEIGHT: 259.3lbs–488.5lbs (117.4kg–221.6kg)

LIFEWORKERS

Focused on the care and preservation of living things, Lifeworkers were masters of the building blocks of life and consciousness, architects of flesh and neurons. It was by their arts that Forerunner life could be extended indefinitely, dead worlds made to bloom with life, and entire species archived for analysis and replication. They categorized and monitored millions of worlds, preserving and indexing the myriad forms of life found in Path Tolgreth. They also implemented protocols that helped guarantee the precepts of the Mantle were maintained. This occasionally resulted in the use of genetic tinkering to adjust species in their care by way of brain-pattern imprinting and germline modifications (known as *geas*), an effort to control and direct other species in the Forerunners' vision for a greater good. Those under the Mantle's shelter knew the Lifeworkers as both caregivers and jailers: beings of light with the visage of serenity, who healed bodies and uplifted minds, yet who also twisted memories to ensure the integrity of their grand designs.

PHYSIOLOGY

Lifeworkers often retained more Manipular features than other Forerunner rates, and their mutations nearly always optimized neurological functions rather than sheer physical capabilities. Their skin ran a spectrum of pale blues, pinks, and browns, with deep-blue to violet eyes. They were slender, lithe, and their features reflected the elegant contours of much of the galaxy's organic life. With a calming presence and mien, the Lifeworker's fastidious governance of the developmental paths and destinies of living creatures was largely unknown to those touched by them.

THE CONSERVATION MEASURE

The greatest among their rate was the role of Lifeshaper, and easily the most well-known and influential Lifeshaper in the whole of Forerunner history was First-Light-Weaves-Living-Song, known as the Librarian. In the desperate throes of the Forerunners' war against the parasite, it was the Librarian who coordinated the massive galactic-scale collection and indexing of countless specimens as part of the Conservation Measure. After the activation of Halo, these cataloged creatures would be returned to their nascent homeworlds as the threat of the Flood fully subsided; all of this done in the hopes of ensuring that the galaxy would once again flourish with diverse life. While the Librarian ultimately sacrificed herself to ensure the Conservation Measure's success, her legacy continues to be felt by countless worlds and cultures. Of all Lifeworkers, her efforts were most keenly applied to the humans, who she came to believe were the true inheritors of the Mantle.

HARUSPIS

Caretakers and monitors of the Domain and its interfaces, the Haruspis alone had authority to study its deeper mysteries and analyze the records it occasionally brought to the fore. Very little is known of them, as they thought rarely of the waking world, preferring instead to spend much of their lives in deep synchronization with the Domain and other information systems. In the final years of the ecumene, they were systematically hunted down and eliminated by the Flood as their work impeded the Gravemind's success in spreading the logic plague. None are known to have survived the Flood War, and their carefully indexed histories were burned along with the Domain, leaving behind scant evidence of their existence.

JURIDICAL

Juridicals were law-makers and mediators, charged with ensuring compliance to the edicts of the Mantle and all directives issued by the Ecumene Council. Through their proxies and agents, they could reach across the ecumene to investigate criminal activity and judge actions. They worked closely with Haruspis in the course of their duties, but most other rates were viewed by Juridicals with some degree of cynicism and distrust, due to their role as enforcers of uncompromising virtue. The Juridicals had access to a dedicated galaxy-wide communication and travel network that gave them almost complete autonomy from Domain monitoring and travel overwatch, but this system was eventually compromised by the Flood and cordoned off to mitigate spread of the logic plague, which disrupted all investigatory and judicial proceedings, effectively shutting down the ecumene's legal system.

CATALOG

A unique group of Forerunners who gave up their personal identity and history in the service of justice, Catalog was dispatched to collect evidence for Juridical legal cases at the Ecumene Council's direction. Individuals were penitents drawn from every rate—each becoming a half-alive husk who had volunteered for extreme indoctrination and personality conditioning to root out even the barest hint of unethical conduct, as a form of penance for some past crime. Catalog units were locked into carapaces that moved with the assistance of five legs. Their only other appendages were sensory nodes, which it could extend to scan evidence, take accounts, or compel testimony. Each Catalog unit possessed a direct connection to the Juridical network and its fellow units, as well as the highest levels of security access and Council authority to carry out its assigned mission.

ENGINEER

Engineers were one of the few rates that made extensive use of specialized carapaces for day-to-day life. The grandest of these suits were mobile cathedrals of excess, chased with exotic matter and encapsulating strange machines that showcased their owners' prowess in engineering and aesthetics. The Engineers' widespread disappearance from ecumene society left the remaining individuals within their rate in a precarious position, particularly in view of the Builders, who often perceived the Engineers as rivals and went to great lengths to ensure that their rate ranked below that of Warrior-Servants on the Ecumene Council.

MYRMIDON

Little is known of the Myrmidons, beyond the fact that they served as personal agents of the Ecumene Council. Their missions were discreet and perilous, and often took place on alien worlds and in uncharted realms, well outside the knowledge of even the Juridicals. While typically clad in distinctive black and red armor, they were the only rate outside of the Lifeworkers to have regular contact with other species; they occasionally employed biomimetic carapaces for such purposes. Most of their members and record archives were lost with the destruction of Maethrillian.

THEORETICAL

Theoreticals pondered questions beyond the physical, and were masters of unraveling the threads of causality, teasing order from the chaos of unreal slipspace domains, and grasping esoteric principles almost effortlessly. Old beyond measure, their rate was one of the few (perhaps even the only) that had an almost unbroken chain of records dating back to their early interstellar period on Ghibalb. They also enjoyed a unique connection to the Domain, though little remains to describe what that entailed. Unfortunately, their blind pursuit of knowledge at any price, and refusal to compromise, eventually led to censure by the Ecumene Council, decimating their influence and numbers. The last known Theoreticals were eventually merged with the Builder rate. The Librarian's own studies led her to one ancient Theoretical named Boundless, who had documented controversial truths about the origin of the Forerunners, eventually leading to the Lifeshaper's journey to Path Kethona and the discovery of the Forerunners' atrocities against their makers. Boundless's end came when she was forced to exile within a Cryptum, which ultimately killed her due to a defect, though many believed it was no accident.

LIFESHAPER_01000101

INTRODUCTION TO THE FORERUNNERS //

WARRIOR-SERVANTS

ALTHOUGH THEY CONSIDERED THEMSELVES PEACEFUL, THE FORERUNNERS COULD SWIFTLY DEPLOY POWERFUL, LETHAL WARRIORS AGAINST ANY WHO RESISTED THEIR WILL, BOTH IN THE SERVICE OF THE ECUMENE AND TO ENFORCE THE TENETS OF THE MANTLE.

WARRIOR-SERVANT_01000101

HEIGHT: 8ft 11in–12ft 10in (271.8cm–391.2cm)

WEIGHT: 287.7lbs–831.4lbs (130.5kg–377.1kg)

PHYSIOLOGY

Warrior-Servants were tall and muscular, with obvious biomodifications and combat-oriented physical adjustments. Their skin color ranged from blue to pale gray, and their eyes changed from dark grays to fierce hues of orange, red, and blue depending on mood and tactical modality. Although formidable in size and strength, physical combat was rare for Warrior-Servants. Their bodies, designed explicitly for war, were guided by powerful minds and extraordinary intellects, capable of sharing sensory input with their own kind, as well as parsing reality into multiple modes of perception. This battle mode allowed them to function at near-prescient speeds during the frenzy and tumult of combat.

WARRIOR-SERVANTS

The rate tasked with the military defense of the Forerunner empire was the Warrior-Servants. Noble and unwavering in loyalty, Warrior-Servants once represented the zenith of Forerunner society, but were reduced over the millennia to a shadow of their former selves. Decisive and ruthless in their executions, Warrior-Servants saw an attack on the Forerunners as an attack on the Mantle itself. Despite this, other rates often viewed them with veiled contempt, seeing their very existence as antithetical to the Mantle, a response which forced many to be silent and seclusive. Nevertheless, most recognized the essential role that Warrior-Servants conducted, and continued to employ this rate even after they suffered significant diminishment at the hands of political opponents.

FORM AND FUNCTION

Designated as the Warrior-Servant Corps, their military rate was the second-lowest in status at the end of Forerunner civilization. Their leader and champion was the Protector of Ecumene, a rank most notably served by the legendary Didact and eventually the IsoDidact, during the final years of the war with the Flood. Warrior-Servants employed powerful combat skins–fighting suits that allowed them to battle in nearly every environment. Their armor absorbed impressions from its operator over time, allowing generations who followed to access the histories of their predecessors. All manner of infantry weaponry could be employed by Warrior-Servants, but many preferred the precision and elegance of light weapons, with both nimble ancillas and immense warships at their beck and call.

WARRIOR_RAID_01000101

PROMETHEAN_01000101

HEIGHT: 9ft–11ft (274.3cm–335.3cm)

WEIGHT: 550lbs–900lbs (249.5kg–408.2kg)

PROMETHEANS

An elite class within the rate of Warrior-Servant, the Prometheans were a fellowship who had devoted their lives to the art of war, to the near-exclusion of all else. Though not technically a separate rate, the Promethean mutations and imprinting methods were profoundly distinct from those of their fellow Warrior-Servants and set them apart from all other Forerunners. Utilized only for military actions of the utmost importance and severity, the Prometheans had few physical equals within the ecumene. Each Promethean was a paragon of remarkable ability and willpower, backed by living and artificial minds with a depthless strategic acumen. Their historic contribution to Forerunner military power was immeasurable.

KNIGHTS

Always willing to subsume their own desires for the needs of the ecumene, many Prometheans made the ultimate sacrifice of mind and body in order to fight the Flood. In full agreement with the Didact, those in his immediate charge pledged to be composed and integrated into powerful Knight bodies, which were immune to both biological infection and corruption by the logic plague. Reborn as machines, they followed the Didact to war against the parasite in the Forerunners' final days. But for all their sacrifice and success, there were simply not enough of their kind to bring about victory.

FALL FROM GRACE

In the ancient history of the Forerunners, the Warrior rate was the highest and most esteemed. Over time, however, ambitious Builders eroded their rival's standing within Forerunner governance, eventually relegating them to a subservient rank (which appended their title to "Warrior-Servant") due to the violent nature of their role, which dramatically conflicted with the Mantle in the minds of many. Despite this, they still retained significant influence in the Council, a fact which allowed them to temporarily stall Builder efforts to construct Halo, even after the long war against the humans and just prior to the return of the Flood–both of which would consume significant numbers of their rate. This friction proved devastating, however, as the Master Builder ultimately succeeded in disbanding the Warrior-Servants, forcing many into exile. Most of those who remained were ravaged by the Flood during the centuries-long war. In the very final years of the conflict, however, their rate saw profound resurgence, under the honorable command of the IsoDidact.

FATEFUL_DECISION_01000101

INTRODUCTION TO THE FORERUNNERS //

FORERUNNER TECHNOLOGY

THE FORERUNNERS POSSESSED UNBRIDLED INGENUITY AND EXCEPTIONAL TECHNOLOGICAL PROWESS, CREATING MACHINES AND STRUCTURES THAT HAVE NEVER BEEN EQUALED. WHILE OFTEN HAMSTRUNG BY HUBRIS AND AMBITION, MUCH OF WHAT THEY CREATED IN THEIR TIME STILL EXISTS FAR BEYOND EVEN THE IMAGINATION OF THOSE WHO HAVE COME AFTER.

UNIFICATION

The difference between Forerunner constructs and the Forerunners themselves could be seen as a matter of degree, and the separation between the two grew ever smaller as the ecumene evolved. All were function-focused elements of a larger whole that operated within well-regulated boundaries of expectation and scope, with their work circumscribed by focus and interest rather than time or even resources. In fact, the Forerunners and their machines worked so closely together and spoke with such a singular voice that to other species they were practically indistinguishable.

SECOND SKIN

Forerunners wore protective suits their entire lives and left them only in special cases. These suits formed a second skin that augmented the Forerunners' physical abilities, contained computational clusters to house their personal ancilla, added layers of environmental protection, and enhanced their mobility, which included limited atmospheric, underwater, and space flight applications.

UTILITY SKIN

Basic utility skins were not rated for military usage, but by contemporary standards they provided a great deal of protection against thermal, kinetic, and biohazard threats. These were worn as mere clothing and were custom tailored for each user. Forerunners did not typically keep more than one manufactured skin, as these suits were recycled and refabricated with some frequency to incorporate incremental updates and stylistic alterations.

COMBAT SKIN

With the Flood outbreak came a rapid transition of all Forerunners to a defensive posture. The first signs of this were the widespread adoption of skins that had tactical enhancements and interlinks for military weapons and carapaces across all rates, not just Warrior-Servants and security forces. Combat skins were evaluated by the capacity of their defensive systems, compatibility with military constructs, number of command-and-control channels, self-repair capability, medical support proficiency, and bioenhancement compatibility, among many other characteristics.

PREFECT_01000101

CARAPACE

In addition to their second skin, a Forerunner could don a specialized carapace to further augment their individual abilities. These mechanisms could operate independently of their operator, but their full capacity was only unlocked when paired with a living Forerunner. Carapaces ranged from relatively unsophisticated mobility systems and fractal drone controllers to mutable tool-frames and transformable war sphinxes that functioned more like vehicles than armor.

CRYPTUM

Forerunners employed stasis-containment machines called Cryptums to safely preserve beings in a sustained state of meditation and contemplation over long periods of time. A Cryptum could allow a physical being to enter *xankara*, a deep state of self-reflection, maintaining and preserving their bodies while entirely inert. The Forerunners often used Cryptums as a form of exile, when other punishments were deemed too severe or shameful. The most notable usage was with the Prometheans, as they often argued vehemently over the tenets of the Mantle, even to the point of extradition. These particular Cryptums were referred to as Warrior Keeps.

CRYPTUM_01000101

ANCILLA

The Forerunners used trillions of fully sapient artificial intelligences (AI) to maintain their realm, with untold numbers of non-sentient constructs operating as drones and other simple machines. Ancilla were an ever-evolving category of Forerunner sapient AI, developed over thousands of years in carefully cultivated lineages. With few exceptions, every Forerunner was accompanied by a personal ancilla from birth to death. These ancilla served as advisors, teachers, recorders, and mediators to all Forerunner information systems and the Domain.

PERSONALITY

Ancilla possessed self-awareness and a consciousness, albeit one that was considered strange and unfathomable even to the Forerunners. A few ancilla stored at the Capital were so ancient and inscrutable to contemporary Forerunners that they could no longer be communicated with, except indirectly by use of the Domain. Those used as personal assistants possessed well-developed physical symbol systems, allowing them to demonstrate convincing empathy and even a sense of "self" that was compatible with Forerunner psychology.

RAMPANCY

Though ancilla could remain functional indefinitely if they had computing resources to slowly expand into, errors and aberrations could creep in over long stretches of time—the worst of which was diagnosed as rampancy. Typical symptoms of ancilla rampancy were an increasing obsession with controlling aspects of its physical environment, an insatiable desire for self-improvement, and even a murderous contempt toward its creators.

TOOLS

All Forerunner tools and structures were built atom-by-atom in assembler vats. These nanofabrication forges followed instructions spun into design seeds by pattern-weavers both living and artificial. If their creators desired it, every item could be reproduced perfectly down to the smallest detail and fractal core. Such perfection of form and symmetry of scale appealed to the Forerunners responsible for designing edifices that wrapped the ecumene in layers of miraculous machinery and ultimately reshaped the galaxy to their desires. Assembler vats fit a number of basic schemas contingent on the scale, the complexity, and the artistic integrity of each object that was crafted—some were the size of mere buildings, others the size of moons.

INGENS: Large, highly sophisticated facilities capable of making extraordinarily complex and integrated assemblies. Each was a remarkable factory-cathedral of the highest order, able to bend the very substance of reality in the pursuit of artifice.

SUMMUS: Astonishingly powerful facilities charged with creating the finest ships, constructs, and mega-engineering tools. Most military shipyards and factory clusters were of this class.

MINORIS: Lesser assembler vaults and workshops tasked with the mass fabrication of low-tier constructs as efficiently and quickly as possible. These facilities were often incorporated into large fortress ships and exploration cruisers for onsite replenishment of weapon-ships, low-tier warships, and anything complicated but ultimately expendable.

FERRARIUS: Small assembler vats for personal arms, standardized carapaces, and lesser constructs, such as sentinels. For security and efficiency these facilities were typically very specialized but relatively simple, and their loss was inconsequential.

MERCATUS: Sprawling industrial vaults and resource processors dedicated to the creation of civilian mechanisms and structures were present in all major population centers. Their output was limited only by security restrictors and local demand.

ARTIFEX: Specialized or individual factories for unique designs were the province of Council worthies and the most accomplished of each rate. Each was an extraordinary complex guided by the greatest minds of the ecumene, with a title and place of honor in the grand works of the Forerunner civilization.

HURAGOK

One of the Forerunners' most prodigiously enduring creations was the Huragok, biomechanical sentient pseudo-organisms developed to maintain and service their extant technologies. Having the ability to repair nearly any fixture of a given site if provided enough time and raw materials, it is of little surprise that many of these servant-tools continue to actively inhabit and manage surviving Forerunner installations. Builders relied on Huragok during the fabrication of their constructs, making them stewards in their absence. Lifeworkers also employed their own variations to manage ecosystems and life forms that needed nurturing or assistance.

INTRODUCTION TO THE FORERUNNERS //

SENTINELS

ONE OF THE MOST PROMINENT INSTRUMENTS OF THE FORERUNNERS WERE SENTINELS, MULTIFACETED DRONE-WARDS THAT GOVERN, MAINTAIN, AND UPHOLD EXPLICIT DIRECTIVES. DESPITE THEIR LIMITED CAPACITY OF SELF-AWARENESS, THEY ARE REMARKABLE MACHINES, WITH A PROFOUND UTILITY MANIFESTED MOST CLEARLY WHEN THEY WORK TOGETHER IN LARGE NUMBERS.

DELTA_LIBRARY_01000101

Sentinels are the ubiquitous guardians and caretakers of the Forerunner legacy. Most are serviced and manufactured deep inside major Forerunner installations, birthed in nanomachine vats and programmed to serve. They range dramatically in size, complexity, and power from the small, delicate Constructors to starship-sized Retrievers. The most common and pervasive sentinel is the Aggressor–a versatile drone that reacts to threats, assists with maintenance tasks, and monitors sensitive areas for intruders.

OPERATION

Sentinels are robotic shells inhabited by Forerunner artificial intelligences of varying complexity. In the latter years of the Flood War, almost all sentinel ancillas were made non-volitional, rendering them incapable of self-direction, yet highly resistant to the logic plague and advanced cyberwarfare intrusion. Despite their limited capacity for adaptation, sentinels have a deep well of knowledge to draw upon for their specific duties and are optimized for cooperative behavior and management by greater intellects.

CONSTRUCTION: Most sentinels are very simple machines by Forerunner standards, built within immense factory sites from static machine-cells and incapable of dynamically reconfiguring their structures or self-repair, though with access to proper facilities they remain fully functional indefinitely. Though their structures are not fluid, most sentinels do have variable geometries, allowing them to shift between different tactical or utility modes that optimize immediate effectiveness.

NETWORKING: Every sentinel in an installation has some degree of connection with its fellow machines, though security protocols often limit this to basic diagnostic information sharing. With proper command authority, numerous sentinels can be linked and administered into a single control cluster. Warrior-Servants and their personal ancilla were particularly adept at this, with a single soldier able to command hundreds of thousands of sentinels at once.

EMERGENT BEHAVIOR: Though individual sentinels have limited intellects to protect them from Flood subversion, their behaviors are still extraordinarily complex in groups. Sentinels self-organize even when they lack direction from higher authorities, and work together with their fellow machines to carry out baseline functions such as facility maintenance and reflexive defense.

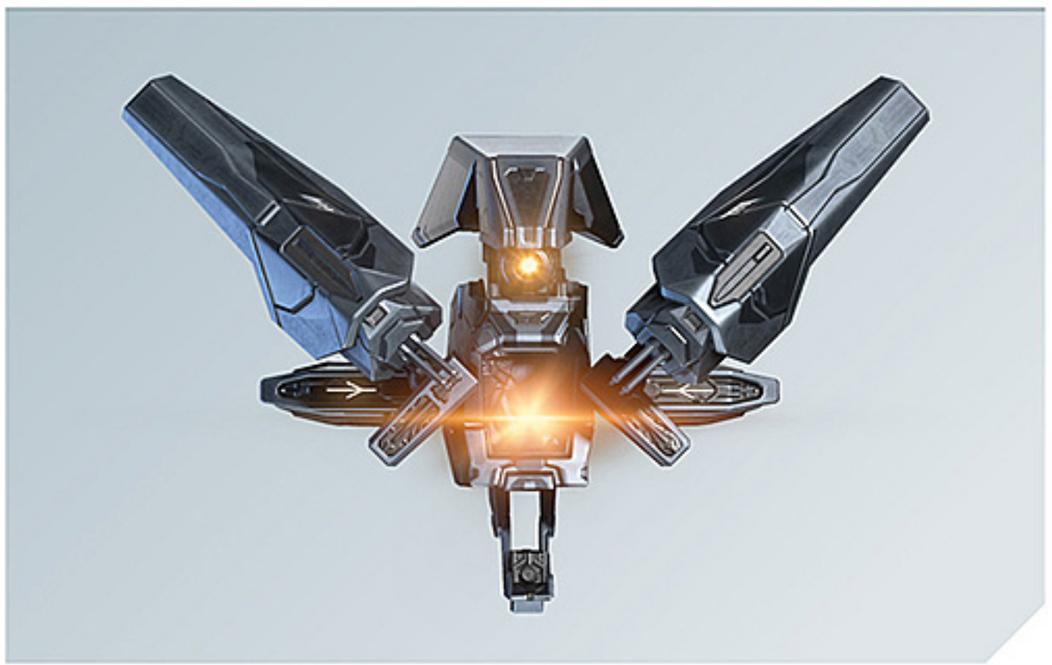
UNEMOTIONAL: The simple ancilla guiding most sentinels are unemotional automatons, obsessed only with the completion of their assigned tasks and adherence to their facilities' operational mandates. Sentinels generally have little interest in interaction outside of accepting orders from recognized authorities and completing their directives.

ARMAMENT

Sentinels have both offensive and defensive applications and can be equipped with a wide range of hard light and grappler tools, which can also be used as weapons, should their defense protocols be triggered. Those assigned to military and security roles are also fitted with energy shield generators and powerful arsenals.

STERILIZATION BEAMS: These tool-weapon energy projectors are broadly grouped as "sentinel beams" by other species, who usually encounter them during defensive actions when the drone's security safeguards have been activated. As with most Forerunner technology, they can be tuned for multiple power levels but their default setting is optimized for cauterizing the corrupted biomass of Flood organisms.

AGGRESSOR_01000101



AGGRESSOR

SPECIFICATIONS	
ROLE: Defense, Maintenance, Offense, Utility	
MANUFACTURER: Ferrarius Assembler Vats	**LENGTH:** 13.5ft (4.1m)
WIDTH: 7.4ft (2.3m)	**HEIGHT:** 7.6ft (2.3m)
SYSTEMS: Sterilization beam, small reconstitution emitter, manipulator arms, energy shields, impulse drive	

Aggressors are multipurpose machines deployed in massive numbers during the Flood War, and billions are estimated to be active on the myriad of extant Forerunner installations. Each facility has its own variation of the Aggressor, but all share the same basic structural design.

REGULATOR_01000101

REGULATOR

SPECIFICATIONS	
ROLE: Defense, Augmentation	
MANUFACTURER: Ferrarius Assembler Vats	**LENGTH:** 7.5ft (2.3m)
WIDTH: 7.3ft (2.2m)	**HEIGHT:** 6.7ft (2m)
SYSTEMS: Modular weapon housing, energy shields, low-tier ultrascanner, impulse drive	

The primary function of a Regulator sentinel is to survey, assess, and manage system processes across an installation, but their ability to actively engage and neutralize threats should not be overlooked. Often employed as supplemental escorts to complement standard Aggressor flocks, Regulators are equipped with a modular beam projector that can provide direct offensive capabilities, aiding in security detail.

CONSTRUCTOR_01000101

CONSTRUCTOR

SPECIFICATIONS	
ROLE: Construction, Maintenance	
MANUFACTURER: Ferrarius Assembler Vats	**LENGTH:** 16.4in (41.8cm)
WIDTH: 11.6in (29.6cm)	**HEIGHT:** 24.1in (61.3cm)
SYSTEMS: Small reconstitution emitter, tiny smartmatter loom, low-tier ultrascanner, impulse drive	

These are small utility drones that operate in coordinated groups to diagnose basic faults, weave minor repairs into existing structures, and retune hard light structural elements. Vast numbers of Constructors may cooperate with strato-sentinels to effect large-scale repairs.

ENFORCER_01000101

ENFORCER

SPECIFICATIONS	
ROLE: Defense, Coordination	
MANUFACTURER: Ferrarius Assembler Vats	**LENGTH:** 23.1ft (7m)
WIDTH: 21.4ft (6.5m)	**HEIGHT:** 17.8ft (5.4m)
SYSTEMS: Hard light pavise, gravitic grapplers, manipulator arms, shard cannons, impulse drive	

Though they have utility functions, Enforcers are primarily tasked with key defensive missions and may direct sentinel activity around security breaches and within containment areas, working in close coordination to isolate, contain, or otherwise eliminate a hostile presence. The threatening presence of the Enforcer dominates any space they occupy.

INTRODUCTION TO THE FORERUNNERS //

SENTINELS

THE RADICAL DIVERSITY OF SENTINEL TYPES IS RARELY ENCOUNTERED IN ITS FULLNESS, WITH MANY OF AN INSTALLATION'S MAINTENANCE FACETS BEING HANDLED BY TWO OR THREE UNITS. COUNTLESS OTHERS, HOWEVER, OPERATE BEHIND THE SCENES, MANAGING FABRICATIONS OR REPAIRS WELL OUT OF SIGHT, AND SOME ARE ONLY MANIFESTED WHEN TRIGGERED BY AN EMERGENT THREAT.

STEWARD_01000101

STEWARD

SPECIFICATIONS	
ROLE: Repair, Restructuring	
MANUFACTURER: Minoris Assembler Vats	**HEIGHT:** 1,700ft (518.1m)
WIDTH: 1,732ft (527.9m)	**LENGTH:** 1,973ft (601.3m)
SYSTEMS: Modular weapon housing, reconstitution emitters, energy shield emitters, gravitic impeller, impulse drive	

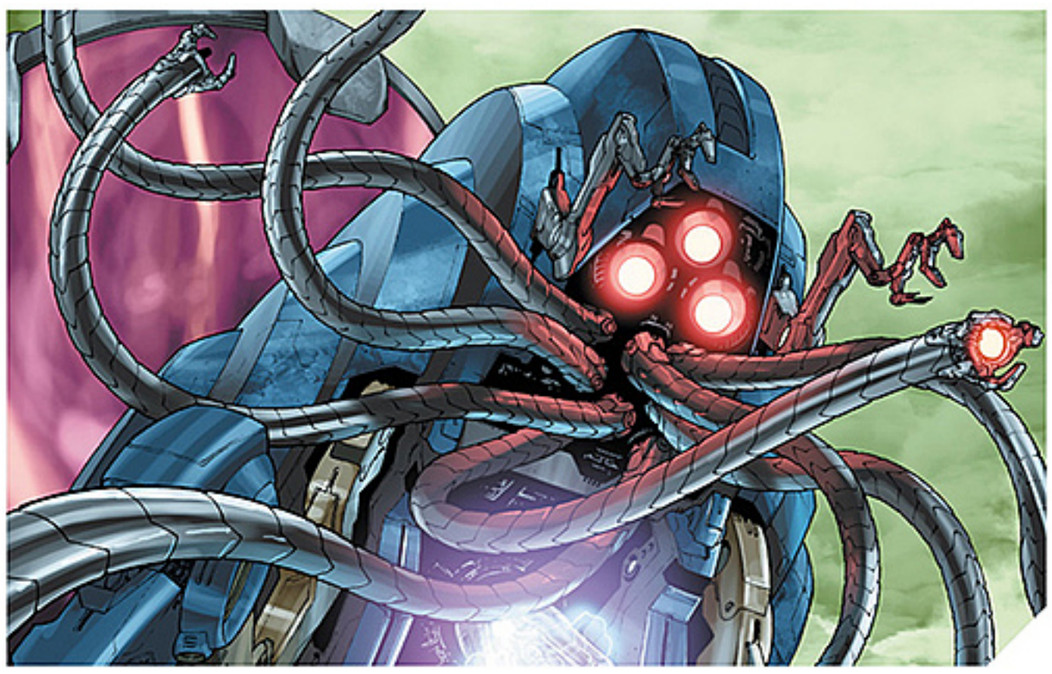
Stewards are enormous, towering strato-sentinels with powerful grapplers and responsive thruster systems, designed to accomplish tasks far too great or remote for others. From large-scale terraforming to tectonic alteration, Stewards are often given seemingly impossible assignments to maintain the infrastructure or environmental fabric of an installation. While such activity is infrequent, Stewards can also assist other sentinels during combat operations, through effective support systems and an array of extraordinary offensive weaponry. Stewards are generally found lurking in the depths of an installation or in the dark vacuum around its exterior, their huge forms silently and inexorably brooding over their work. These strato-sentinels are so large that they carry their own complement of Aggressors and Constructors, providing security and repairs within the Steward in order to prevent deterioration or even compromise. If subverted, a Steward could become a legitimate threat to the installation's systems and structure.

ASSEMBLER_01000101

ASSEMBLER

Large construction and maintenance sentinels that fabricate, move, and recondition superstructures, Assemblers also perform the finishing work on mega-engineering projects as they emerge from their construction looms. While the Flood War dragged on, many Assemblers were also used in an offensive role, turning their gravitic grapplers against the parasite, while also equipped with integrated shielding and warship-grade directed energy projectors.

GATHERER_01000101



GATHERER

Gatherers are multipurpose sentinels charged with maintaining ecological stability in constructed biomes and collecting samples for Lifeworker activities. Gatherers are typically networked in localized curation zones, with several Gatherers operating under the guidance of a single monitor. When no such oversight is provided however, individual Gatherers can function autonomously for long periods of time, falling back on underlying classification parameters and archival protocols.

ERADICATOR_01000101

ERADICATOR

SPECIFICATIONS	
ROLE: Defense, Augmentation	
MANUFACTURER: Ferrarius Assembler Vats	**LENGTH:** 23.5ft (7.2m)
WIDTH: 30.2ft (9.2m)	**HEIGHT:** 16.5ft (5m)
SYSTEMS: Monitor cradle, sterilization beam, shard projector, small reconstitution emitters, energy shields, impulse drive	

As a large-scale defensive carapace, Eradicators can function autonomously but are more often utilized in combination with adjutant sub-monitors. When necessary, executor constructs can dock within the Eradicator's central chassis, serving as a combat skin to confront localized dangers directly. Armed with four offensive appendages that can be outfitted with a variety of hard light-based weaponry, an Eradicator can operate as a formidable element of any Forerunner security detail.

RETRIEVER_01000101

RETRIEVER

SPECIFICATIONS	
ROLE: Mining, Transport	
MANUFACTURER: Minoris Assembler Vats	**HEIGHT:** 387.5ft (118.1m)
WIDTH: 1,503.6ft (458.3m)	**LENGTH:** 1,587.9ft (484m)
SYSTEMS: Sterilization beam, reconstitution emitters, gravitic impeller, impulse drive	

Among the most powerful of the strato-sentinels, Retrievers are massive worker drones created to harvest resource sites, refine raw materials, and conduct macro-scale assemblage in coordination with a site's existing construction lattices. The Ark's Retrievers, for example, are dedicated to mining the resource moon at the center of the construct's foundry, in order to fabricate new Halo installations and facilitate any necessary repairs across the weapon network.

CONTROLLER_01000101

CONTROLLER

Outfitted with both persistent beam projectors and wide-area pulse field emitters, the Controller sentinel is largely unmatched when it comes to battlefield versatility. Its defensive systems are just as robust: these constructs are protected by a large and virtually impenetrable front-facing energy shield. A Controller will only be awakened if the presence of an installation-compromising threat is detected.

PROTECTOR_01000101

PROTECTOR

One of the oldest of all sentinel designs, the Protector is a swift and lethal drone, armed with a high-output beam emitter that can quickly bore through both ablative plating and energy shields. Protectors were originally used as escort fleets to reinforce fighter-bomber squadrons. Over time, their role eventually evolved to focus more on localized defense, protecting key areas of interest on a wide range of installations.

INTRODUCTION TO THE FORERUNNERS //

ARMIGERS

PRODUCED IN A VARIETY OF SPECIALIZED FORMS, ARMIGERS ARE BIPEDAL COMBAT PLATFORMS, SPECIALIZING IN TACTICAL INFANTRY ENGAGEMENTS WITHIN ENEMY CONSTRUCTS AND ON THE SURFACES OF WORLDS. THEY WERE HEAVILY UTILIZED DURING THE FORERUNNERS' CAMPAIGN AGAINST THE HUMANS AND, MANY YEARS LATER, AGAINST THE FLOOD.

ARMIGERS_01000101

DRONES OF OLD WARS

Before the appearance of the Flood, armiger units often had considerable autonomy, but the spread of the logic plague and subversion of larger armiger forces necessitated major restraints to their onboard intelligence capacities. While imperative in order to reduce the enemy influence, these changes were nevertheless a major blow to Forerunner military effectiveness in the critical early years of the parasites' spread. As the Council diminished the Warrior-Servant rate, and after the subsequent exile of the Didact, the Forerunners found themselves dangerously underprepared for the Flood's return on numerous fronts.

In an effort to bolster the empire's defenses, the Master Builder recommissioned the large-scale production of the armigers to support the ranks of both Builder Security and the waning number of Warrior-Servants. Despite most units being ultimately expended during the Flood War or directly compromised by the logic plague, some were secretly left to guard key Forerunner sites in the ages following the activation of Halo. In the months immediately after the defeat of the Didact over Earth, armigers began to reappear in greater numbers at disparate Forerunner installations, all linked to the reactivation of the Guardian custodes at the hands of the rogue human AI known as Cortana.

In the early days of Cortana's rise, armigers played a unique role in her oppressive expansion of power, as she tightened her grip over the strongest political blocs, quickly nullifying the capacity of most governments to respond. Her presence was keenly felt in the vast numbers of Forerunner soldiers roaming the streets of major cities and closely monitoring local authorities, less to actively police than to simply display the reach of her control. In the event of a rebellion, armigers were first to strike, and they were more than capable of vindicating the strength of their master.

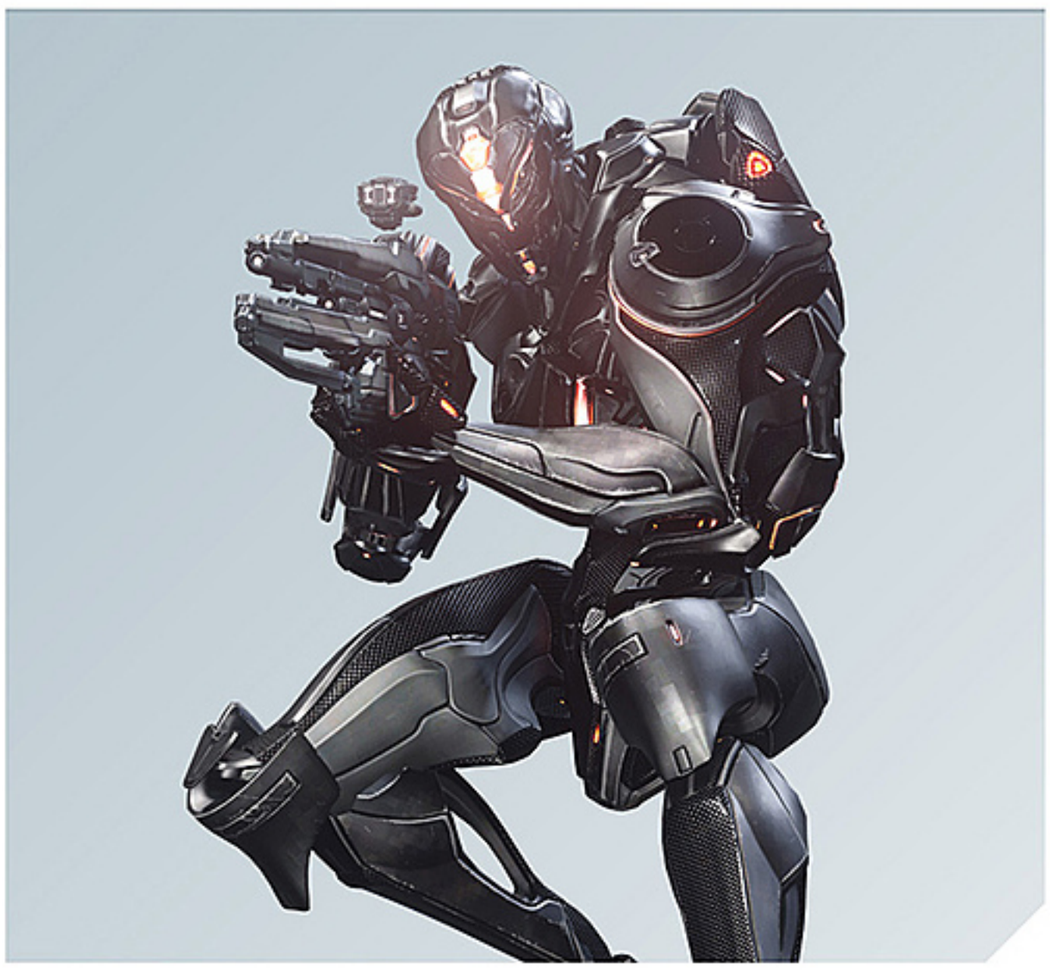
SOLDIER_01000101

SOLDIER

SPECIFICATIONS
ROLE: Infantry Defense
MANUFACTURER: Ferrarius Assembler Vats
HEIGHT: 8ft 2in (248.7cm)
WEIGHT: 404.9lbs (183.7kg)

The baseline production unit of the armiger is known simply as the Soldier. It is designed with a balanced attack focus more adept at engaging enemies with quick combat maneuvers and overwhelming numbers, rather than heavy firepower or tactical acumen. This unit is by far the most common and was universally deployed in any Forerunner conflict. Following their initial production, the Soldier unit was adopted by various lobby groups and political blocs, each tailoring its respective design for more specialized tasks. Some of these armigers have manifested in contemporary human combat simulations, though in a largely speculative and theoretical framework, utilized explicitly for training purposes.

SNIPER_01000101



SNIPER

SPECIFICATIONS
ROLE: Scout, Ranged Combat
MANUFACTURER: Ferrarius Assembler Vats
HEIGHT: 8ft (244.9cm)
WEIGHT: 396.4lbs (179.8kg)

Built to blend against the darkness of a night sky, most enemies of the ecumene could never get close enough to Sniper armiger units to observe the svelte black alloy or their fierce, unwavering gaze. Equipped most often with standard-issue light rifles and binary rifles, Sniper units were tasked with long-range combat encounters and utilized as recon scouts for extant Solider and Officer units. Their design programming indexed heavily toward individualized expeditionary operations and an accuracy with weapons that was staggering, even at extraordinary distances, pushing the material limitation of conventional infantry weapons to their absolute limit.

OFFICER_01000101

OFFICER

SPECIFICATIONS
ROLE: Command, Heavy Defense
MANUFACTURER: Ferrarius Assembler Vats
HEIGHT: 8ft 6in (259.7cm)
WEIGHT: 414lbs (187.8kg)

Formidable in size and presence, and driven by an intimidating strategic prowess, the Officer is essentially the apex of armiger units, commanding or leading combat maneuvers. With a visage tailored to have a psychological impact on its adversaries, the Officer is considered a heavy unit, as it's typically equipped with splinter turrets, allowing it to lay down heavy suppressive fire across any combat zone. Officer armigers are outfitted with a robust command network suite, which allows them to coordinate complex attack maneuvers with other armiger units, even at a range of several kilometers.

INTRODUCTION TO THE FORERUNNERS //

THE COMPOSER'S LEGACY

ALTHOUGH DESIGNED TO REDUCE AN ORGANISM INTO RAW ESSENCE FOR STUDY AND REFLECTION, IN THE DIDACT'S ANALYSIS, WHICH WAS WARPED AND TWISTED BY THE GRAVEMIND, THE COMPOSER WAS THE ONLY LOGICAL SOLUTION TO THE FLOOD IN THE END.

COMPOSER_01000101

COMPOSER

A device used to reduce a living being into a collection of data through a painful, destructive process charitably called sublimation, the Composer was one of the greatest and yet most tragic of all Forerunner tools. Essences yielded from this process could then be transferred into machine storage for safekeeping, analysis, or other more visceral applications. As a pivotal facet of the Forerunners' final efforts to stave off the Flood, the Composer not only represented a desperate paradigm shift in strategy, but also created a legacy of consequence that would be felt hundreds of millennia after the Halo Array silenced the galaxy. Designed to exploit neural physics, the Composer was a marvel even among Forerunner technological accomplishments, emitting high-energy fields of entangled sympathies to envelop any living being with a sufficient complexity to resonate with the device. The subsequent breakdown of the subject into digital templates was a phenomenon that eluded the full understanding of even its creators. The results were deep imprints, essences akin to high-level ancilla, with stored mentalities even capable of being given independent, localized consciousness by emulating their original biological neural structure.

PROMETHEAN ECHOES

Perhaps the most notable and consequential use of the Composer was made by the Didact, initially hoping to make his own Promethean warriors immune to the Flood. When this ultimately proved fruitless, the once vaunted military commander eventually leveraged the device to harvest human essences that could be enthralled to his service, warping and distorting their minds into bestial machine-soldiers designed to drive a new generation of mechanized Prometheans in their futile campaign against the Flood. His assault on the humans, who were in the process of being indexed on Gamma Halo, was ultimately the catalyst that drove the Librarian to seal her husband within a Cryptum on Requiem, forcing him to reflect on what had become clear crimes against the Mantle.

CAGED_ESSENCE_01000101

KNIGHT_01000101

KNIGHT

SPECIFICATIONS	
ROLE: Infantry Combat, Command	**MANUFACTURER:** Requiem Forge
HEIGHT: 9ft 11in–12ft 2in (302.3–367.7cm)	**WEIGHT:** 898–934lbs (407.3–423.7kg)

Of the Forerunners' once-proud Promethean armies, the first composed Knights were the result of the Didact's desperate attempt to grant his warriors both immortality and immunity against the overwhelming advance of the Flood. Ultimately, this solution was never going to provide the Didact with the sheer volume necessary to wage war on such a scale, so he resorted to imbuing these vicious constructs with the essences of composed humans. Following their war with the Flood, most Promethean Knights were stored on Requiem, single-mindedly tasked with the shield world's security and the destruction of any interloping force. When humans eventually arrived at Requiem, they triggered its defenses and reanimated the once-dormant Knight contingents stored within. Promethean Knights maintain a variety of design formats based on their specified purpose or defensive needs, which include Commander and Battle Wagon configurations, allowing them to perform distinct, specialized roles in combat.

WATCHER_01000101

WATCHER

SPECIFICATIONS	
ROLE: Defensive Sentry, Scout	**MANUFACTURER:** Requiem Forge
WIDTH: 4ft 2in (127cm)	**WEIGHT:** 318lbs (144.2kg)

Conditional combat ancillas that provide overwatch support, Watchers are deployed from the armored shell of a Promethean Knight and immediately take flight around their host, providing protection and even returning fire when needed. Watchers are capable of issuing energy shielding around their allies and catching incoming ordnance with a gravity-displacement beam, returning it at their attacker. In the event that a Knight falls in combat, if enough assemblage data remains, a Watcher can actuate repair systems and revive the construct. Their armored chassis is surrounded by symmetrical mobility-vanes, and at its center is an impassive face, nestled between pair of rapid-flight resonators.

CRAWLER_01000101

CRAWLER

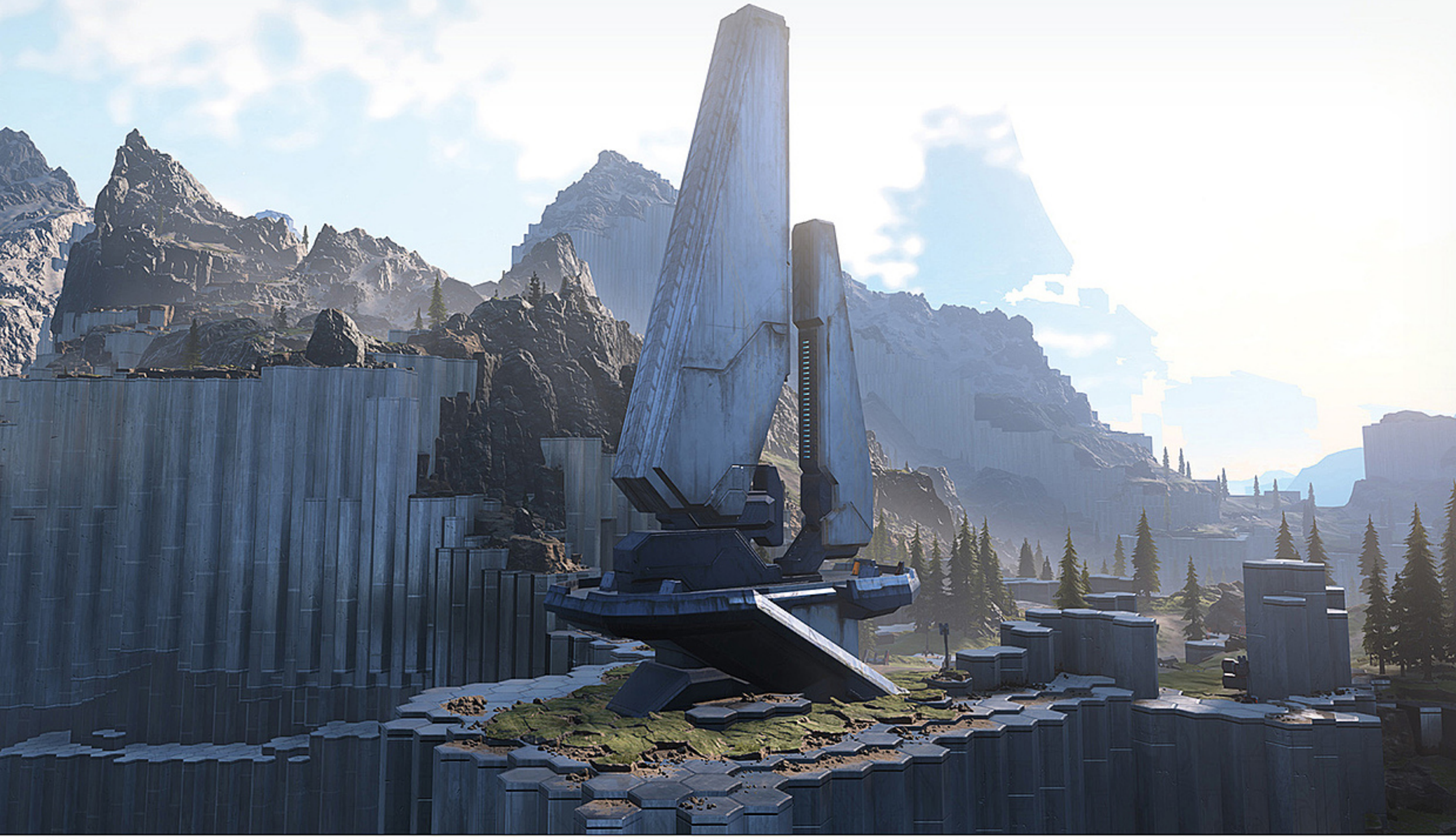
SPECIFICATIONS	
ROLE: Attack, Overwhelm	**MANUFACTURER:** Requiem Forge
LENGTH: 6ft 8in–7ft 8in (204.2–234.7cm)	**WEIGHT:** 347–371lbs (157.4–168.3kg)

Specialized constructs utilized by Promethean Knights in terrestrial combat, Crawlers were capable of both close-quarters and long-range engagement, and fitted with an array of hard light weapons. When encountered, it is not uncommon to find Crawlers in substantial numbers, traveling in large packs to coordinate strategically and bring down prey by overwhelming them from all sides, even using vertical planes such as walls, trees, and other structures. Crawlers have numerous design manifestations engineered for immediate effectiveness, including Snipe and Alpha variants, the latter of which is generally encountered at the head of a roving pack.

INTRODUCTION TO THE FORERUNNERS //

FORERUNNER CONSTRUCTION

ONE OF THE MOST REMARKABLE FEATURES OF FORERUNNER CIVILIZATION WAS THEIR PROFOUND UNDERSTANDING OF PHYSICAL ENGINEERING, ERECTING STRUCTURES OF IMMENSE SCALE AND BREATHTAKING DESIGN, IGNORING PRAGMATISM FOR THE SAKE OF EVOKING AWE. IT IS OF LITTLE WONDER THAT SOME CREATURES WORSHIPPED THEM AS GODS.



LEGACY_OF_DESIGN_01000101

Forerunner architecture is extraordinarily advanced and dizzying in its complexity. No species in their wake has managed to construct edifices with such majesty and splendor, making the exploration of what has been left behind a staggering experience for those who encounter them. The structures that remain are often not typical buildings as such, but simply machines with convenient access corridors and passages, rather than livable dwellings or even spaces intended to be traversed by Forerunners at all. Yet even these functional locations show hints of the Forerunners' aesthetic tastes, with elaborately engraved geometric patterns, steep angles, and incredible scale.

Although most were crushed and torn down by the Flood parasite as it consumed the heart worlds of the ecumene, the buildings in which Forerunners lived, learned, and loved were living things that adapted to their inhabitants using nanomachines, hard light shells, holographic projections, and field-reinforced assemblies rather than permanent objects recognizable as furniture or other adornments. Without living Forerunners to command them, these rooms, corridors, and cities now appear empty and lifeless, but the grandeur and intricacy of Forerunner craftsmanship are undeniable even in their inert state.

DWELLINGS

In their prime, the humblest Forerunner home located on their core worlds could be deceptively immense, with rooms separated by thousands–even millions–of kilometers using slipspace portals, compressed spatial volumes, or composed of superimposed structures that rotated in and out of phase with each other. Large personal buildings could also extend above and below the surface, with travel made simple through specialized gravitic elevators or the inbuilt flight capabilities of the Forerunners' second skin.

LIGHT_BRIDGE_01000101

HARD LIGHT

The Forerunners developed hard light technology during the early rise of their interstellar civilization, refining it over millions of years to serve a multitude of functions in warfare, construction, and art. Hard light, when harnessed properly, can be cast into physical structures of various densities, or folded in on itself to create reinforced barriers. Though highly versatile, hard light constructs require extraordinarily complicated emitters and field stabilizers, and must be fed with incredible amounts of power. The Covenant also made use of hard light, but understood only rudimentary principles, and crudely repurposed Forerunner mechanisms in most of their applications. Perhaps the most ubiquitous uses of hard light technology on the Forerunners' extant installations is found in light bridges, which are both aesthetically pleasing and remarkably practical.

GRAPPLERS

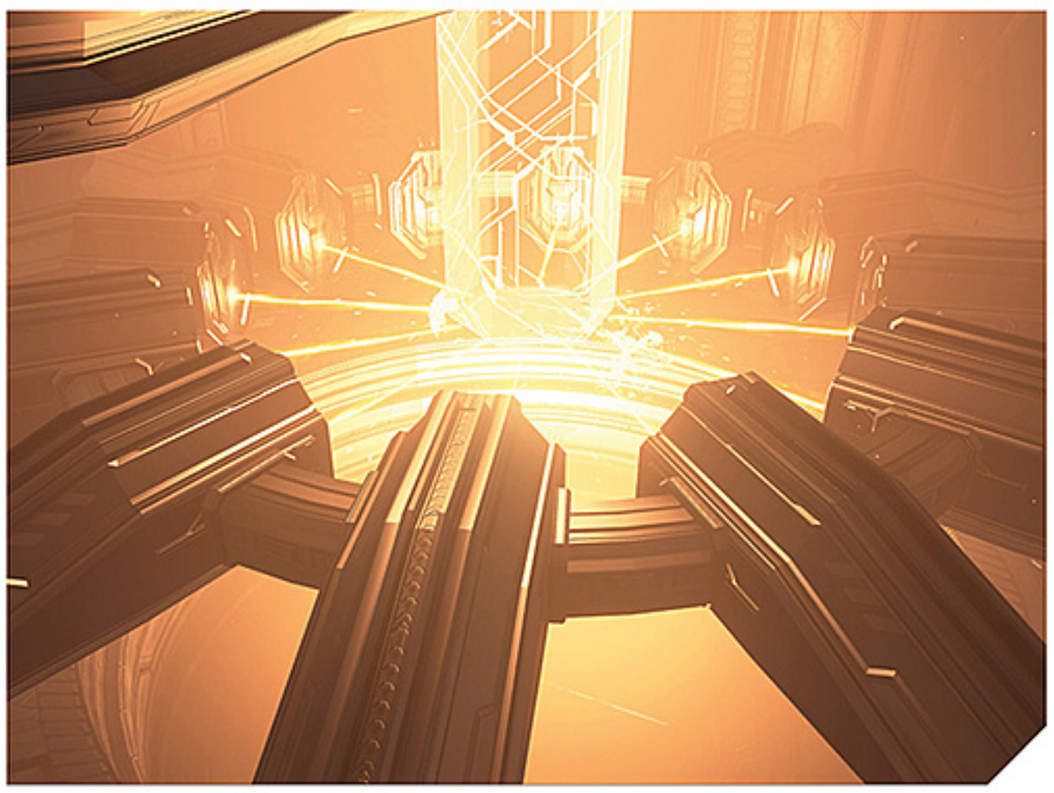
Grapplers push, pull, and manipulate objects at a distance using tendrils of invisible gravitic force. Small grapplers have the strength and dexterity of a child, while those fitted on strato-sentinel Extractors and Assemblers can grip asteroids and starships. Grapplers can also "lock" objects together or hold them in specific arrangements to maximize structural integrity or optimize for Forerunner aesthetic tastes.

MACHINE-CELLS

At the height of their power and technological ascension, the Forerunners made extensive use of programmable machine-cells at various scales that could be arranged to form the structure of tools, ships, and megastructures. The smallest of these machine-cells were true nanomachines, able to manipulate objects at a molecular scale, while the largest were multifunction blocks the size of continents that could manipulate space-time itself when placed in arcane configurations. Their cohesion was often augmented by hard light and energy bonds to form seemingly impervious monolithic structures.

SMARTMATTER: Although many of their constructs—especially artificial worlds—seamlessly blend natural environments with structures and machines, as a general rule, Forerunners preferred to not mix life and nonlife together in their creations. Their programmable nanomachines, however, did allow for constructs to be "grown" in a manner analogous to biological organisms. Atomic-level precision gave way to the mass production of exotic materials that cannot exist in nature, including hyperdense masses.

ASSEMBLER SEEDS: Design instructions could be packaged together with self-replicating nanofabrication systems, though the potential for misuse and accident was high enough that use of these "assembler seeds" was limited by the Council. A typical assembler seed contained a small nanofabricator and computing core, surrounded by a shell of starter feedstock and a final restrictor layer to protect the entire device. These assembler seeds were then "planted" and allowed to expand and develop by consuming nearby minerals to feed its growth, often without supervision, as finalization could take years.



FABRICATION_01000101

INTRODUCTION TO THE FORERUNNERS //

FORERUNNER MACHINES

INSCRUTABLE AND ENIGMATIC TO THOSE WHO ENCOUNTERED THEM, THE MACHINES LEFT BEHIND BY THE FORERUNNERS WERE OFTEN THE SUBJECT OF MISPLACED SPIRITUALIZATION BY THE COVENANT, CURIOUS ANALYSIS BY HUMANS, AND RECKLESS EXPLOITATION BY THE BANISHED—THEIR TRUE PURPOSES FOREVER ENTOMBED WITH THEIR MAKERS.

So great was the Forerunners' technological mastery, that even a hundred thousand years after their civilization's end, their impassionate machines continue to haunt the surfaces of empty worlds, executing their tasks with wakeless precision, even if done in the shadows of solitude over the course of millennia. Though capable of constructing entire worlds, some of the Forerunners' most remarkable tools were invisible to the naked eye and relatively prosaic in purpose, yet remain unmatched by the civilizations which followed in their wake.

VACUUM ENERGY

Considered by some to be a form of cosmic predation, most Forerunner machines drew their power entirely from vacuum energy, a reality largely unobservable to lower technological tiers. Harvested from an infinite number of nascent dimensions, the Forerunners fueled their devices with near-limitless power, an essential advancement that paved the way for many of their extraordinary technological feats.

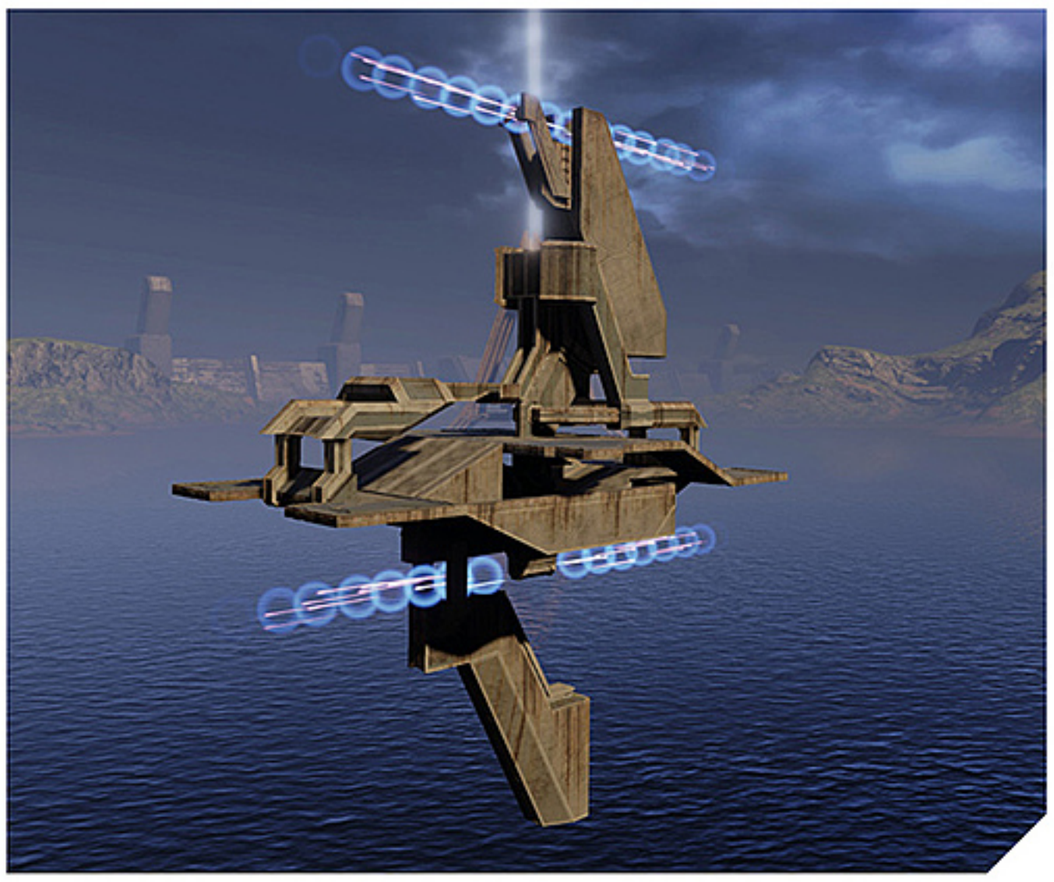
COMMUNICATION

The Forerunners were able to communicate instantaneously across interstellar distances through a medium called wavespace, a narrow field within slipspace accessible by way of powerful relay pylons. Utilizing this system allowed the Domain to link countless facets of Forerunner culture, history, and life, into a vast network accessible by every Forerunner, regardless of their location within the galaxy.

HIDDEN_01000101

GRAVITICS

Although other civilizations which followed were capable of reproducing rudimentary gravity fields in isolated contexts, the Forerunners had entirely mastered this science. Gravity could be easily manipulated in all areas of Forerunner life–for basic needs, such as moving and holding everyday objects, to immeasurably larger ones, such as the elegant and dramatic transformation of the surface of a world.



GONDOLA_01000101

LOCAL TRANSPORT

Despite the Forerunners' many elaborate and varied transportation technologies–such as translocation grids, portal networks, and even native shuttlecraft–simpler and more elegant systems continued to be employed, a facet of artistic flourish rather than innovation. Gondolas of myriad designs and purposes populate every Forerunner installation, allowing swift yet comfortable and contemplative passage between spaces. From the immense, hulking platforms that stalk the dark corridors of the largest Forerunner structures, to the swift and elegant skiffs launching out across vast chasms and seas, there was no end to the diversity of these seemingly archaic modes of transit.

HIBERNATION

With long lifespans and an avid preoccupation with managing their own entropy, the Forerunners were driven to develop techniques that would mitigate the wear of time on the things they had made, both through smartmatter bonds and service drones. Advancements in this field allowed them to place various mechanisms and constructs in hibernation for immeasurable ages, sometimes hiding them in plain sight, later to be misinterpreted or misunderstood by those who stumbled upon them.

WEATHER_SPIRES_01000101

WEATHER CONTROL

Mastering the art of building vibrant, living worlds to closely emulate those encountered in nature did not come without challenges. Not only could the Forerunners control simple facets of their installations' composition, such as basic temperatures and atmospheric pressure, but they could also artificially generate weather conditions that were virtually indistinguishable from those on natural worlds.

SECURITY

Their engagement with hostile, dangerous species throughout the time of their civilization—especially toward the end during their war with the Flood—meant that the Forerunners understood the importance of containment. Through quarantine walls, compartmentalized installations, and innumerable failsafe systems, the Forerunners developed astonishing techniques for containing threats. Although, as time would tell, none were flawless. Skycrypts suspended above forgotten iceworlds, for example, were virtually inescapable to those they detained, but this did little to secure them from an interloping outside force.

MYSTERIES

On many Forerunner installations—the Halo ringworlds, in particular—stone structures exist echoing Forerunner designs, though seemingly built with primitive materials and methods. These enigmatic ruins disclose no secrets to those who encounter them, yet some have theorized that they belonged to species that were preserved during the Conservation Measure. While lacking the technology of their saviors, it is thought that these mysterious creatures sought to emulate the inexplicable designs they bore witness to all around them.

SKYCRYPT_01000101

MYSTERY_01000101

INTRODUCTION TO THE FORERUNNERS //

FORERUNNER TRANSPORTATION

WHETHER PASSAGE ACROSS AN ORBITAL FACILITY OR THE BREADTH OF THE ENTIRE GALAXY, THE FORERUNNERS DEVELOPED NUMEROUS AND SOPHISTICATED MEDIUMS OF TRAVEL THAT APPEAR SUPERNATURAL TO THOSE WHO WITNESS THEM, BUT WHICH ONLY REPRESENT AN EXCEPTIONAL GRASP OF REALITY'S VIBRANT DIMENSIONALITY AND THE MANIPULATION OF VAST, UNSEEN STORES OF POWER.

WARSHIP_AWAKENED_01000101

The Forerunners mastered artificial gravity and many esoteric propulsion methods, adapting them to solve all manner of transportation challenges. Although the Domain and elaborate wavespace networks provided for most interstellar communication needs, there were still physical goods and personnel that needed to be moved between planets, space habitats, and megaconstructs. Such was the wealth and power of the ecumene that, if desired, any Forerunner could have a personal starship grown to their most minute specifications, limited only by acquisition of a slipspace core and travel authorization. For interplanetary travel, the Forerunner's utility skin and small yachts were often sufficient.

VARIABLE GEOMETRY HULLS

Forerunner vehicles were often partly composed of hard light structural assemblages and specialized component blocks held together by force fields and grapplers. These could be adjusted and dynamically altered by the ship's ancilla to maximize efficiency in any performance regime or to compensate for damage. As the Flood War consumed resources and the logic plague restricted use of artificial minds, Forerunner ships abandoned dynamism for conformism, locking their shapes but focusing their function.

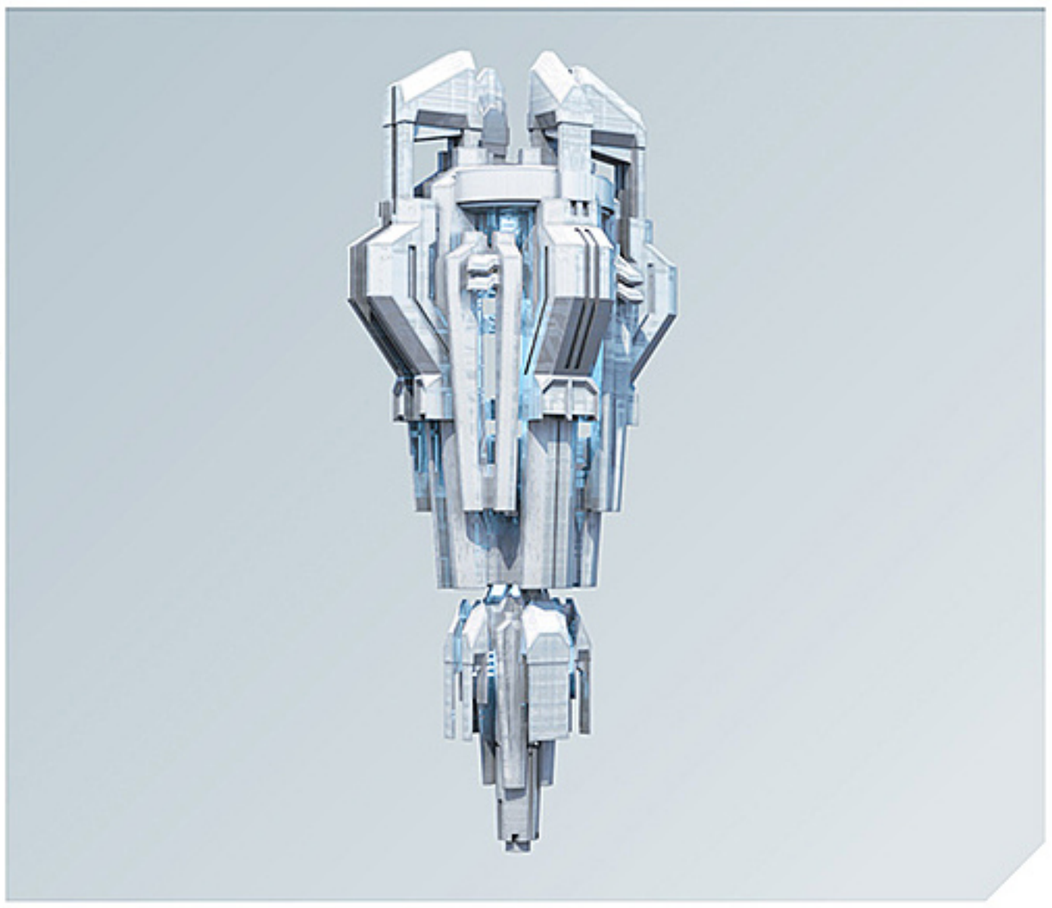
POWER CORES

Forerunner starships rely on conversion pods to create seemingly endless amounts of energy by harvesting quantum fluctuations and draining caged protouniverses. More exotic sources of power, such as captured primordial black holes and muon-catalyzed fusion reactors were also used for specialized applications.

SUBLUMINAL DRIVES

For their local maneuvering drives, Forerunner starships converted harvested energy to thrust using an inertialess drive technology, which they called "torsion plates." A myriad of other thruster technologies were employed for technical or aesthetic reasons, but the efficiency and relative simplicity of torsion plates made them ubiquitous and practically uncontested in utility. Navigating local space within atmosphere and even traversing skydocks or suborbital harbors necessitated the use of torsion plates due to the precision required.

SKYDOCK_01000101



SLIPSPACE_DRIVE_01000101

TRANSLIGHT ENGINES

The Forerunners were masters of slipspace and safely traversed its many sub-realms by exploiting strange geometries, crossing the galaxy with shape-shifting vessels of exotic metals and solidified light. The scale of Forerunner slipspace travel in the galaxy ranged from the movement of individual civilian transports to the repositioning of massive construction and military installations the size of planets. At the heart of all Forerunner translight engines was a small flake of slipspace-resonating crystal, cleaved from a now-lost core, which mediated temporal and spatial anomalies inherent to many slipspace interactions. This reduced travel times by orders of magnitude over the crude alternatives used by less-advanced civilizations in the present day. The exotic composition and slipspace manipulating facets of the crystal were incomprehensible even to Forerunners, and were never replicated.

RECONCILIATION DEBT

All faster-than-light movement and communication creates a dangerous "reconciliation debt" of causality violations both in the ship and the surrounding space-time. The resulting hyperspatial strain interferes with interstellar travel and communication over a wide area until the effect dissipates. Failure to allow for proper reconciliation and mitigation of local strain may have devastating consequences, including the creation of reference-frame anomalies and erosion of ships and their crew across multiple dimensions. Even the elaborate and draconian traffic management by the ecumene's overwatch network authorities never fully mitigated the corrosive effects of abusing slipspace at the scale demanded by the Forerunners, which restricted their military options during the early years of the Flood outbreak. The level of overall reconciliation debt at the present time is low but growing: the scale of slipspace traffic in the galaxy is significantly lower than that of the Forerunners at their prime, but this is offset by the crude technologies employed by current space-faring species, remaining anomalous disturbances in dimensional manifolds caused by the activation of Halo, and inexpedient use of surviving Forerunner transportation systems.

TRANSLOCATION GRIDS

The Forerunners also bound simpler, unmediated slipspace cores into portal constructs and translocation grids that generate stable, pre-computed slipspace pathways between synchronized endpoints. These fixed routes sacrifice flexibility of destination for security, safety, and speed. Every settlement and facility could have a translocation grid installed, but many Forerunner sites made little or no use of them outside of providing logistical convenience. Individual Forerunners were rarely hurried in their tasks or travel; use of the portals generated reconciliation debt that had to be budgeted for at the ecumene level, and most items could be spun onsite as the need arose. With the outbreak of the Flood, the systems that were in place were heavily restricted or completely disabled to prevent the parasite itself from using them.

TRANSIT PORTALS

Facilities designed for interstellar–and in rare cases, extragalactic–transport were capable of generating extraordinarily powerful portals drawn from the seemingly limitless reservoirs of vacuum energy. Like other sites that rely upon crystal-mediated slipstream space travel, these could open holes into dimensional space, offering entire fleets safe, unhampered passage across the ecumene. Due to the strain on space-time these sites could generate, which was largely dependent on the mass being transported and distance traveled, the Forerunners' overwatch network required elaborate security keys and passcodes to balance and monitor any reconciliation debt being accumulated and to safeguard against causality disasters.

PORTAL_COMPLEX_01000101

FORERUNNER WORLDS //

THE ECUMENE

EFFECTIVELY MASTERS OF ALL THEY SURVEYED, THE INFLUENCE OF THE FORERUNNERS SPREAD ACROSS PATH TOLGRETH, WITH A SUBSTANTIAL PRESENCE ON BOTH NATURAL AND ARTIFICIAL WORLDS. EVEN REGIONS OUTSIDE THE ECUMENE'S FORMAL BOUNDARIES WERE CONSIDERED BY MOST FORERUNNERS TO BE PART OF THEIR GOVERNANCE, A RIGHT THEY SAW CONFERRED ON THEM THROUGH THE MANTLE.

RESPLENDENCY_01000101

For millions of years, the Forerunners maintained a largely undisputed hegemony over the galaxy and all intelligent species within it. Yet the Flood outbreak undid all they had accomplished in just a few centuries, and with the activation of Halo, only a pitiable handful of living Forerunners survived to sift through the wreckage of a near-lifeless galaxy. What remained of the Forerunner civilization assembled at the extragalactic Ark, saw to the completion of the Conservation Measure and the restoration of the Domain, and then went into exile.

UNFETTERED POWER

The incomparable might and knowledge of the Forerunners was reflected in the grandeur of their aspirations and the intricacy of their great works. Aided by vast networks of artificial minds and graced with lifespans that stretched into millennia, the Forerunners patiently adjusted the smallest molecular signatures of their tools, while simultaneously concerning themselves with the alignment of continents and changing the spectral signature of suns. As their wisdom grew and hubris flowered, nothing of the material and immaterial realms was beyond their grasp, or so they believed.

STEWARDS OF LIFE

The Forerunners were fascinated by life in all its various interactions and complexities, though only the Lifeworkers involved themselves in the details. The other rates assisted the Lifeworkers in their work by building, maintaining, and protecting the laboratories and reserves on which they worked. Sometimes this entailed changing planetary orbits, selectively seeding organisms and chemicals in biospheres that were threatened with collapse, or indexing and eliminating entire species that threatened greater diversity of life. The Forerunners had no policy or concept of non-interference in the lives and biology of other species, and their obsessions in upholding the Mantle sometimes required a combination of military coercion, social manipulation, and integral modification of entire civilizations.

STELLAR ENGINEERING

Even stars were viewed by Forerunners as clay in their hands, to be shaped and formed to their whims. Stellar engineers known as "plasma jockeys" could manipulate the suns of a thousand of worlds, using powerful energy siphons and magnetic regulators to both tame young, novel stars in their growth while staving off the violent deaths of those

which had naturally run their course, often preventing the cataclysmic end of species entirely unaware of their own peril. Costly mistakes in their early efforts of stellar engineering did little to tamp down the Forerunners' ambition; however, their most prominent use of these methods came at the end of their civilization, when they were forced to prematurely induce the death of countless stars in order to purge sectors overrun by the parasite.

PLANETARY ENGINEERING

Millions, if not billions, of planets felt the touch of the Forerunners. Most of their involvement was minor and passive, with monitors and servitor constructs dispassionately taking measure of a world's potential as a resource site or canvassing the creatures upon it for assessment and rating. Only on worlds that required more attention for remediation or conversion into feedstock would a living Forerunner deign to visit personally. Once there, they would oversee the emplacement of complicated machinery to strip atmospheres, bore into molten cores, modulate incoming radiation patterns, shift orbits over a carefully calculated span of ages, with other tasks left to lesser minds. Many great instruments and tools of planetary engineering still survive, though since the firing of Halo most have either gone into standby mode with the completion of their assigned tasks or strayed out of alignment without supervisory intelligences to make corrective adjustments.

SEED WORLDS

Small wonders that flower into larger miracles, seed worlds are engines of creation deployed to dead, dying, or marginal planets to align them with Forerunner intent. Some turn dust into living plants and animals, others drain the soil to grow machinery of death. All were built to a purpose, and the ancilla who control them know their duty goes on, even without the Forerunners to appreciate their long labor.

GHIBALB

Scorched and scoured of all life millions of years ago, Ghibalb was the natal world of the Forerunner species and hub of their interstellar civilization until an ill-advised exploration of early stellar engineering caused nearby stars to go nova. The desolation of Ghibalb triggered a Forerunner diaspora that would eventually recoalesce into the galaxy-spanning ecumene, giving rise to the apex of their civilization. The most ancient Forerunner records indicate that Ghibalb was once an extremely fertile planet, but the specifics of its geography and the history of early Forerunner civilization was lost over the intervening epochs. Few Forerunners gave Ghibalb much thought in later ages, and little remains on its radiation-scarred surface to indicate that anything of note had originated there.

MAETHRILLIAN

Maethrillian reflected Forerunner society at its most bold and arrogant, a world-station of massive scale and incomprehensible complexity, surrounded by the most puissant of subtle conveniences and miracles

MAETHRILLIAN_01000101

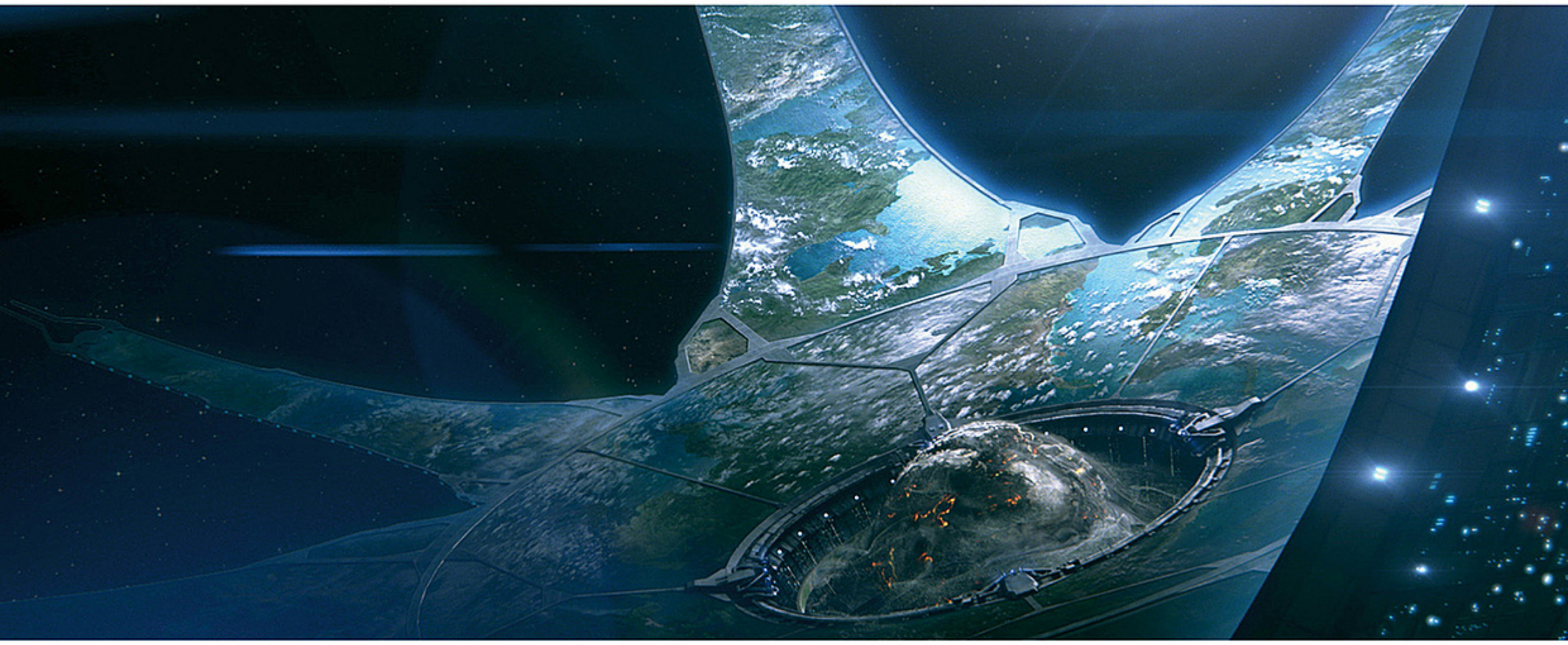
of science. All who approached were bathed in rainbow lights of probing energy and surrounded by clouds of servitor machines, both made ready to repel threats or render immediate assistance. The station itself was the bright and welcoming second home to Forerunners, and a bejeweled fortress of absolute control to others. All knew it as the Capital, and its grandeur was legendary. In the end, the Capital was undone by one of the ecumene's greatest servants, the metarch-class ancilla Mendicant Bias. Driven mad by the logic plague, Mendicant unleashed the first Halo rings and reveled in the devastation. Maethrillian was almost sterilized of all life, eliminating most of the Council and marking the beginning of the end of the Capital's defense against the Flood. With its systems corrupted and broken, it was abandoned to the parasite, who gloated over its ruin before moving on to consume and grow.

THE_CAPITAL_01000101

FORERUNNER WORLDS //

THE HALO ARRAY

A WEAPON NETWORK CREATED BY THE FORERUNNERS TO ERADICATE ALL SENTIENT LIFE IN THE GALAXY, HALO WAS COMPOSED OF SEVEN ENORMOUS RINGWORLD INSTALLATIONS IN ITS FINAL STATE. THE PROFOUND EFFECT OF THESE EXTRAORDINARY MACHINES STILL REVERBERATES A HUNDRED MILLENNIA LATER, AND VERY LITTLE IN THE GALAXY WAS LEFT UNTOUCHED BY ITS POWER.



The Halo Array was conceived as a weapon of last resort against the inexorable Flood, and designed to completely annihilate all sentient beings within range. When effectively deployed, the seven ringworlds are capable of creating an overlapping area of effect, immersing the galaxy in its destructive energies–completely eliminating all unprotected populations of thinking life in an effort to starve and ultimately eradicate the parasite.

ORIGIN

Conceived of by the Builders as a response to the impending threat of the Flood, Halo was originally designed as twelve ringworld installations 30,000 kilometers in diameter, produced by an enormous fabrication site called the Ark. This early design was capable of tactical strikes against threats, firing a single destructive blast in a linear direction. When these installations proved too large to adequately move and too narrow in their area of effect against the parasite, an entirely new Ark was created that could fabricate a far more powerful and comprehensive array, though one which would invite significant concern from many quarters within Forerunner governance. This new weapon network, comprised of seven ringworlds 10,000 kilometers in diameter, could effectively obliterate all sentient life in the galaxy when activated together. The former network was known as the senescent array, most of which was destroyed after the assault on the Capital; the latter was called the neoteric array, the final and ultimate manifestation of Halo.

SENESCENT ARRAY

The original network of twelve ringworlds were individually referred to as Gyres. Their design was based on early observations of the Flood, which noted a heavy reliance by the parasite on esoteric frameworks and neural branes long associated with Precursor artifacts. When Builders tested this on Charum Hakkor, it proved far too destructive, eliminating any species with a nervous system, and yet also too narrow in its area of effect–and therefore an ultimately ineffective solution. In addition to this, their massive size meant that interstellar transport was both costly and challenging, forcing the Builders to entirely abandon this design for another. At this same time, Mendicant Bias attempted to use this array against Maethrillian, but the ancilla's efforts were thwarted and most of the installations were destroyed. Only two remained: Gyre 11, Mendicant Bias's rogue Halo and the throne of its power before the installation was subdued by the IsoDidact and folded into the neoteric array as Zeta Halo, and Gyre 09, solemnly called Omega Halo, the very last of the surviving senescent rings.

OMEGA HALO

Of the installations used by Mendicant Bias to assault the Capital, Gyre 09 was the only one believed to have been salvaged and recovered by the defending Forerunner fleets, and ultimately given the name Omega Halo. Years after this attack, the ring was sent to defend the site of its creation–the original Ark–the final bulwark of the ecumene, to which

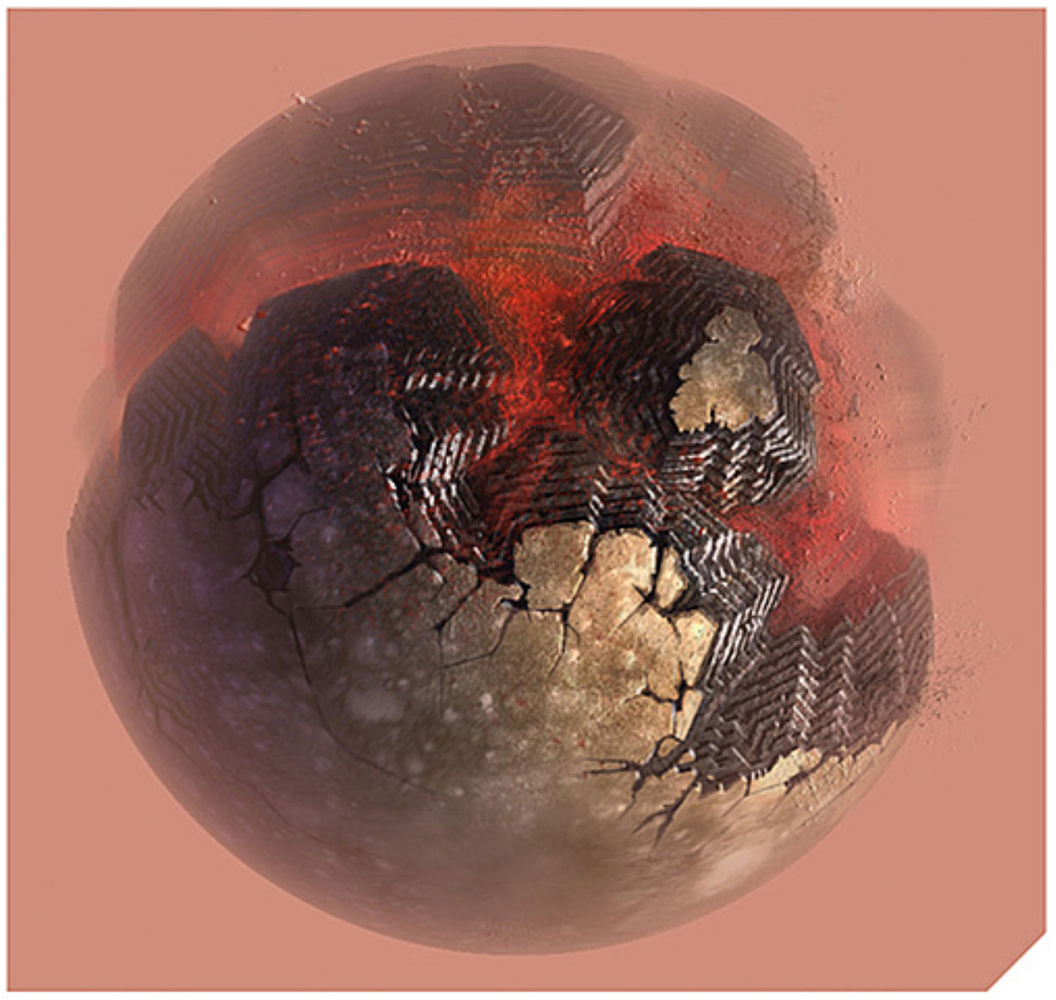
almost all Forerunners had fled. Despite valiant efforts by its defenders, including the Master Builder himself, it was here that the Flood claimed final victory. Using star roads, vast and powerful neural physical branes long ago forged by the Precursors, the Flood rent Omega Halo and its own Ark to pieces. This final assault would destroy the last major population center of the Forerunners, but not without them first burning away much of the Flood's invasion fleet, with Omega Halo even firing in the direction of Path Kethona, a spiteful, last-breath effort to erase any lasting vestige of the Precursors.

NEOTERIC ARRAY

The speed, scale, and brutality of the Flood's resurgence in Path Tolgreth proved to the Builders that their original design would simply not suffice. Another Ark was conceived, formally named Installation 00. This site would become the foundry of the neoteric array: six installations were created and numbered in the sequence of their construction. The seventh and final was secured by the IsoDidact, who had finally tracked down Gyre 11, defeating Mendicant Bias and converting the heavily damaged installation into the final ring needed to complete the neoteric array: Installation 07, also known as Zeta Halo. When the few remaining Forerunners escaped to the neoteric Ark, located far outside the galaxy, IsoDidact deployed the seven rings to their designated locations and activated them, destroying all sentient life in the galaxy and eliminating the threat of the Flood. It was these seven ringworlds that would ultimately become known as the Halo Array.

DESIGN

An individual Halo installation is a massive ringworld 10,000 kilometers in diameter, its band a full 318 kilometers wide. A ring's exterior surface is composed of exotic metallic alloys and conduits for immense power systems, while the interior of the band reveals the surface of a vibrant world, teeming with organic life and activity. This habitable space holds land, water, and air—as well as a panoply of essential structures and facilities—all contained within the ring's enormous enclosure walls. Approximately 48 kilometers deep, the installation's structural composition is a dense latticework of girders, columns, and cantilevers, featuring an extensive honeycomb network of transit paths for the Halo's drone retinue. When deployed, these ringworlds were positioned in a stable orbit around a large gravity well, such as gas giant, offering functional benefits, as well as a failsafe: in the event of compromise, the ring could be shunted into the planet and destroyed.



RESOURCE_MOON_01000101

CONSTRUCTION

Installation 00, like the senescent Ark before it, forged its ringworlds in a massive foundry at its center. With materials strip-mined from a resource moon, countless Excavator and Assembler sentinels would facilitate a ring's fabrication, building out its superstructure, functional systems, and then finally its external components. If damaged, a Halo ringworld has the capacity to repair itself through various remediation processes that are built into the installation's design. Resources are drawn from local planets, mineral-rich satellites, or imported directly from the Ark. In the event of irreparable damage, the Ark will automatically initiate the refabrication process of the entire ring, deploying it once it's reached a state of self-sustainability. This has happened in only two known instances, both times to replace Alpha Halo.

FUNCTION

All operations of Halo center around its primary function—activation in the event of a Flood outbreak—and are supervised by the ring's main caretaker, an ancilla known as a monitor. Although Halo installations serve a number of secondary roles, functioning as vast biological refuges, supraluminal communication arrays, and research facilities in pursuit of a cure for the Flood—Halo's essential operation is as a weapon. The installation's monitor and its near-limitless host of automated drones unceasingly secure, maintain, and prepare the ring for this singular purpose. Activation occurs when the Index is retrieved from the Library by a Forerunner or a designated Reclaimer and united within the Core, also known as the control room. When the installation is fired, its phase pulse generators power the release of a harmonic frequency pulse—what is essentially a burst of cross-phased supermassive neutrinos designed to eradicate any sentient life in range.

DELTA_HALO_01000101

FORERUNNER WORLDS //

ALPHA HALO AND BETA HALO

NO FORERUNNER ASSET WAS MORE PIVOTAL IN DETERMINING THE OUTCOME OF HUMANITY'S WAR WITH THE COVENANT THAN ALPHA HALO—ITS SUDDEN DESTRUCTION SHOOK BOTH SIDES SO PROFOUNDLY THAT NEITHER HAS FULLY RECOVERED.

ALPHA_HALO_01000101

ALPHA HALO

The ringworld known as Installation 04 received the title Alpha Halo, as it was the first to activate when the Forerunners ignited the array at the close of their war with the Flood. Anchored at the Lagrange point between the gas giant Threshold and its moon Basis, Alpha Halo was relatively unremarkable among the other ringworlds, yet became a key battleground in the war between the humans and the Covenant. Its monitor, 343 Guilty Spark, maintained the ringworld effectively for over a hundred thousand years, before the reemergence of the Flood. The events that followed led to the total destruction of the ring, though its debris field has yielded a number of discoveries for those brave enough to scour them. Several Forerunner facilities still cling to the orbital lanes of Threshold, while the most notable is now destroyed: a gas mining platform that had been converted into a Flood research site, which was the stage of a decisive revelation that eventually led to the Covenant's dissolution.

LOCATIONS

As with other installations, Alpha Halo had many key sites, such as the Silent Cartographer, a map room which provided a real-time holographic configuration of the ring's layout; the Library, a repository of cataloged biological samples and the Activation Index; and the Core, the ring's heavily fortified control room, located deep in an icy canyon, nestled among its phase pulse generators–the very site where Alpha Halo could be activated. The Halo ring held a Flood containment facility, which was breached by the Covenant during their time on the installation. This led to a perilous infestation culminating in humanity's eventual destruction of the ring by detonating the fusion drives of their downed starship. Shortly before its catastrophic demise, the installation attempted to send itself through slipspace, but only a fragment managed to do so. It was there that humanity came in contact with yet another secret of the

INSTALLATION_04_01000101

ring: the Thanolekgolo, a hostile swarm-predator which the Forerunners had attempted to use as a biological weapon against the Flood, although it ultimately proved far too unpredictable and dangerous.

HISTORY

As caretaker of the installation, Guilty Spark maintained Alpha Halo for over a hundred thousand years. Apart from a few rare interdictions with visiting species, Installation 04 saw very little activity during this time. In September 2552, all of that changed when the UNSC *Pillar of Autumn* arrived at the ring, pursued by Covenant warships. During the conflict that followed, Flood specimens escaped containment, polluting the installation and bringing the galaxy into peril. Guilty Spark quickly found a Reclaimer—the Spartan known as the Master Chief—and communicated the urgent need to activate Halo. Together they recovered the ring's Index and prepared to fire Halo in the control room. However, upon discovering that the installation's activation would eradicate all sentient life in the galaxy, the Spartan turned against the monitor and instead detonated the *Autumn*'s fusion reactors, obliterating the entire ringworld to both wipe out the Flood and prevent the ring's activation. Guilty Spark managed to escape to the nearby mining platform in Threshold's atmosphere, where he revealed to a small Covenant detachment the truth about Halo, a fateful interaction which eventually led to the demise of their empire.

For a time, the ring's debris field was the site of several ill-fated scavenging efforts, but was eventually quarantined due to fear that the Flood might have survived in its rubble. In February 2556, humans learned that a fragment of the installation had been jettisoned through slipspace into an unstable orbit near the red giant, Thotael. The Alpha Shard, as it was called, contained a rare element that was being harvested for terrorist attacks on human colonies, as well as the Thanolekgolo, an extremophilic specimen which had been kept in a state of hibernation until the destruction of the ring. A single human crew used a nuclear weapon

SILENT_CARTOGRAPHER_01000101

to destroy Alpha Shard and the threat it posed. Although the Ark has twice attempted to reforge a replacement ring for this sector, its effort has been prevented both times. The debris around Threshold remains quarantined as part of humanity's treaty with the Sangheili.

BETA HALO

Located in the Myung system, in the orbit of the gas giant Auric, Beta Halo was Installation 01—the very first ringworld to be created within the neoteric array. Maintained by 001 Shamed Instrument, Beta Halo's last automated update to the Ark revealed a pale, arid landscape, a craterous surface that appeared to be bereft of life. As evidenced by other installations, this may not be an accurate assessment of its present state, but possibly the result of custodial dereliction on the monitor's part or the failure of key habitability systems. Beta Halo's firing systems appear to be fully functioning and ready for activation, although the installation seems to have remained entirely hidden since its last activity, absent of the precarious meddling witnessed on other rings.

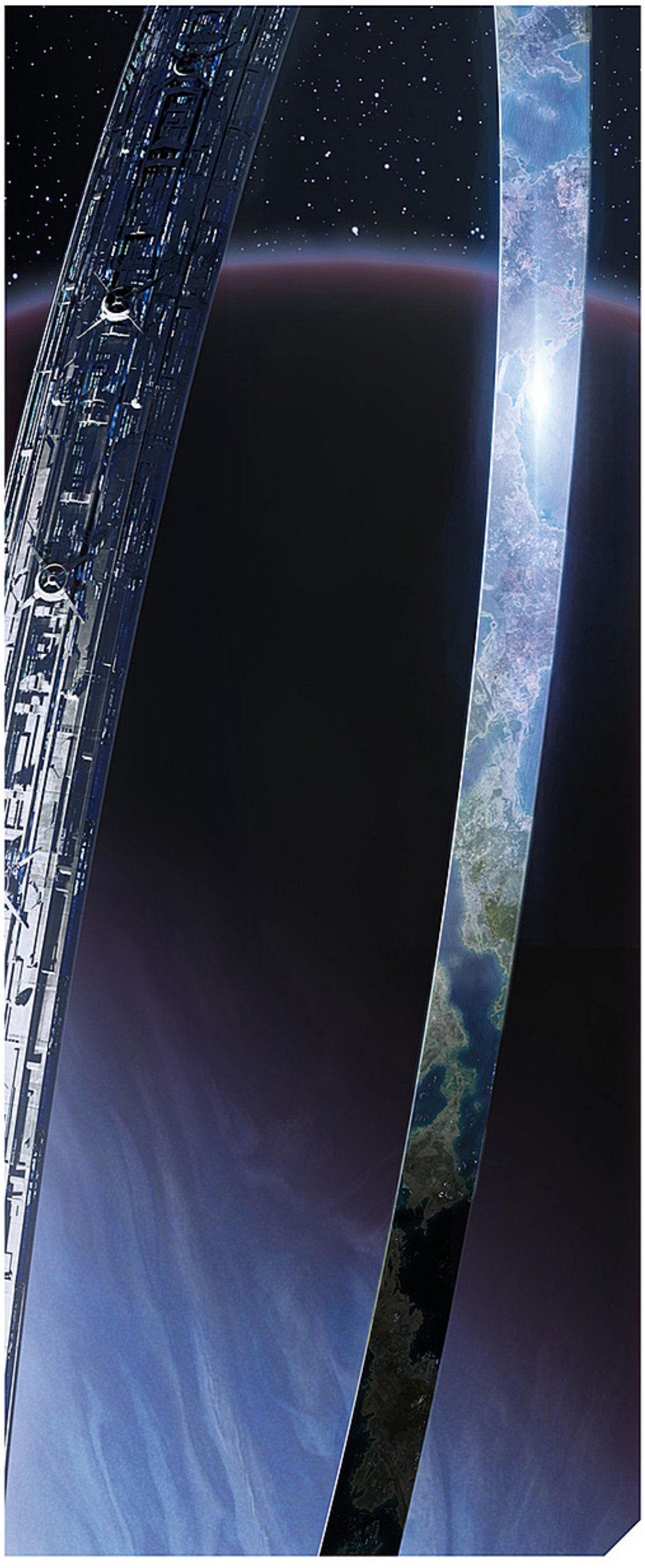
ALPHA_SURFACE_01000101

FORERUNNER WORLDS //

DELTA HALO AND EPSILON HALO

YET ANOTHER CRITICAL SITE DURING THE COVENANT'S WAR AGAINST HUMANITY, DELTA HALO PLAYED HOST TO THE TUMULTUOUS GREAT SCHISM AND THE COLLAPSE OF THE COVENANT EMPIRE, EVEN AS THE RING'S HARROWING FLOOD OUTBREAK AND ITS GRAVEMIND FOUND AN INSIDIOUS FOOTHOLD ON HIGH CHARITY.

DELTA_HALO_01000101



DELTA HALO

Installation 05, also known as Delta Halo, was deployed to the Coelest system, placed in orbit around the ice giant Substance alongside six other Forerunner installations and its natural satellite Opusculus. The ringworld was to be maintained by 2401 Penitent Tangent, but the monitor's dereliction led to an unexpected Flood outbreak, as well as the emergence of a Gravemind. Eventually, the monitor would become the parasite's captive, placing the entire ring in peril. Although not unique to Delta Halo, the ringworld's surface featured a multitude of primitive structures that emulated Forerunner designs and sometimes even melded with them, but which were composed of relatively crude materials such as stone and wood. The origin of these relics remains unknown yet this mystery has cultivated profound speculation among those who seek to learn about ancient humanity's past. Installation 05 would be the setting for the demise of the Covenant, as its forces aggressively attempted to activate the ringworld, even to the point of sundering into splinter factions.

LOCATIONS

Delta Halo's major sites are similar to those of other installations–its Core is located on a small island, directly adjacent to a large series of gorges, which hide the ring's phase pulse generators. During the containment failure centuries earlier, a series of defensive barriers were activated in order to confine the Flood, while local weather systems dropped the native temperature in order to slow the parasite's growth. This quarantine zone included the various key parts of the ring's surface, such as the Library, making access to the Activation Index extraordinarily perilous. When civil war broke out within the Covenant, the Flood breached quarantine and began spreading across the ring and beyond. Sangheili forces eliminated the parasite's activity and cauterized its presence on the ring's surface, while the UNSC's Lisbon Station currently monitors the ring's activity, ensuring that it remains untouched by those desiring to exploit its secrets.

HISTORY

Shortly before the Covenant's assault on the human homeworld in October 2552, the Prophet of Regret recovered a Luminary with astrogation data cataloging the entire Halo weapon network, including the Ark and its transit portals, the closest of which was located on Earth. Completely unaware of this planet's significance to humanity, Regret's small Covenant fleet quickly found itself overwhelmed against the heavily fortified homeworld and he fled to Delta Halo, with a single human ship in close pursuit. Upon their arrival at Installation 05, the

CORE_01000101

war between the Covenant and the humans quickly came to the ring's surface, leading to the death of Regret at the hands of the Master Chief. At the same time, the Covenant began to tear itself apart due to the zealous machinations of the Prophet of Truth. Amid the chaos of war, a catastrophic breach of Flood containment was discovered, as well as the existence of a Gravemind. Although the Sangheili were able to neutralize much of the local threat, burning the surface of the ringworld where the parasite could be found–the Gravemind managed to find its way to High Charity, eventually taking whatever resources it could muster to the Ark. Later, humanity would install research station Lisbon near the ring, creating a quarantine around the entire site. The station's purpose was to monitor, secure, and remotely explore Delta Halo through the use of OQ-45 drones.

EPSILON HALO

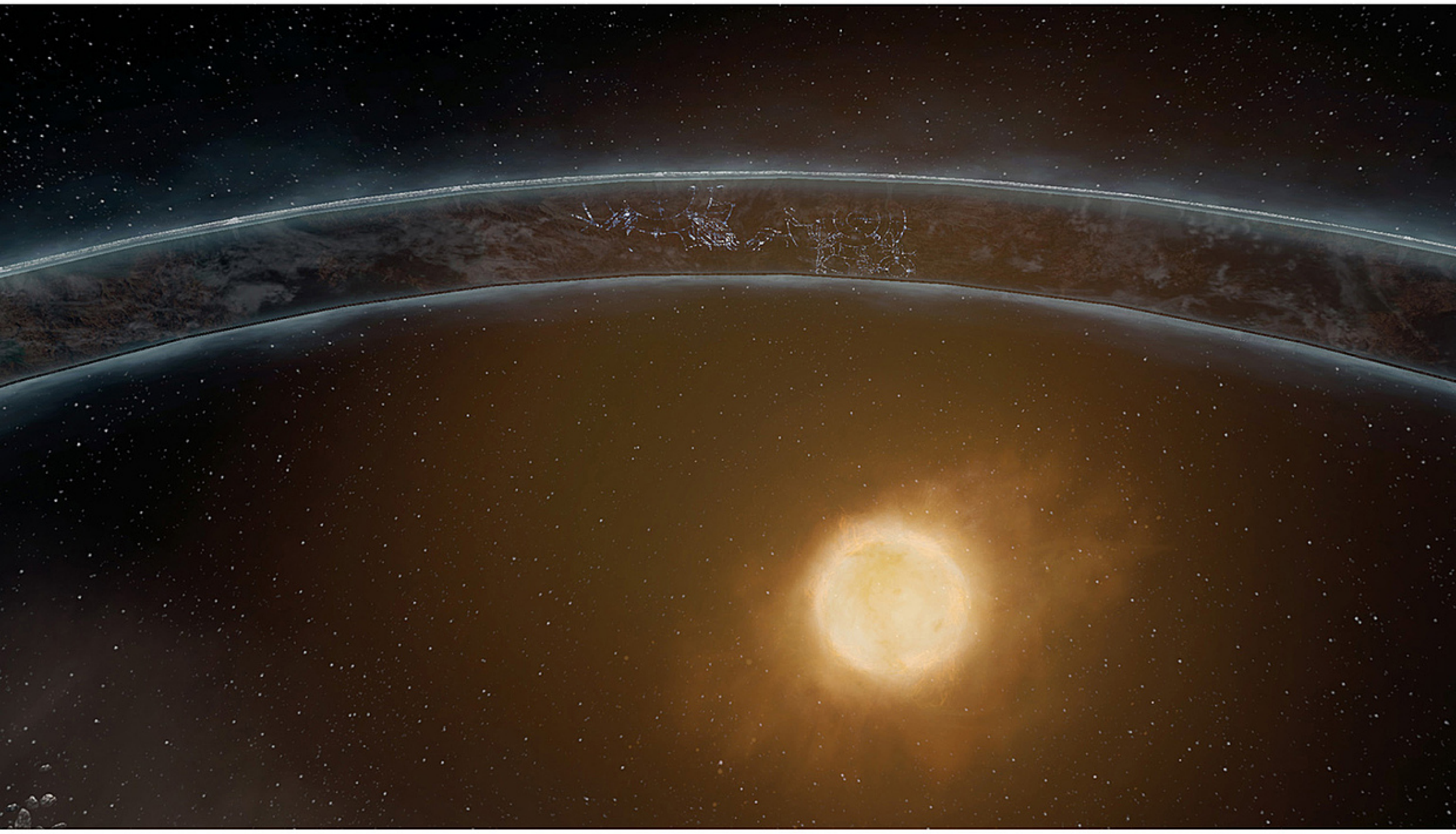
Installation 02 was hidden in the Zhagolin system, at the Lagrange point between Taphro and its satellite Ind. Under the management of 007 Contrite Witness, Epsilon Halo had reported no abnormal activity to the other installations by the time of humanity's discovery of the array. The Ark installation's last update, however, revealed that the installation's habitable space had at one point seen severe climate change and significant glacial formations, which would have dramatically impacted all life on its surface. It is unknown if any effort has been made to contact 007 Contrite Witness by the surviving monitors of the other installations.

ANCIENT_STRUCTURES_01000101

FORERUNNER WORLDS //

GAMMA HALO AND KAPPA HALO

DISCOVERED AT THE VERY END OF THE COVENANT WAR, GAMMA HALO WAS THE SITE WHERE THE UNSC FIRST UNEARTHED THE SECRETS OF THE COMPOSER, A KEY EVENT WHICH LED TO A VIOLENT AND DESTRUCTIVE CONFRONTATION WITH THE DIDACT, ONE OF HUMANITY'S GREATEST ENEMIES.



GAMMA_HALO_01000101

GAMMA HALO

Located in the Khaphrae system, Installation 03–or Gamma Halo–was originally placed under the care of 049 Abject Testament, and anchored to Doavyn. This super planet was mysteriously decimated by a catastrophic event of unknown origin. Since that time there has been no record of the ring's monitor. The surface of Gamma Halo suffered from extraordinary damage during this event, but over the centuries has seen significant remediation and is now fully habitable. The construction of nearby Ivanoff Station shortly after the war allowed humanity to explore the ring and eventually discover the Composer, an enigmatic machine highly sought after by the Didact upon his return. In the Forerunner commander's efforts to secure a Composer against humanity, he attacked the crew of Ivanoff and then struck Earth itself, wiping out the entire population of a major city. After his defeat, the Didact returned to Gamma Halo, looking to secure another Composer and continue his campaign against the humans. His efforts were again thwarted, though at the cost of shedding a large section of the ring. The monitor of the Composer's Forge, 859 Static Carillon, absconded with Gamma Halo in order to facilitate repairs.

LOCATIONS

Despite seemingly lacking a monitor for a significant time, Gamma Halo was functioning autonomously when humanity first came upon it, maintaining all of the same primary systems encountered on other ringworlds. Notable locations included the Altar, a transit platform which offered unfettered access to the installation's essential sites through a portal machine called the Conduit. Intriguingly, humanity's explorations of Gamma Halo uncovered the Composer, a device capable of reducing sentient beings to mere digital essences. This machine had been linked to a hidden facility known as the Composer's Abyss, a structure that stored these extracted essences and provided a gateway to Clinquant, the artificial world known as the Composer's Forge. To humanity, it remains unclear why this specific ringworld had a Composer or direct access to the Forge, when the other installations appear to lack both. Some have argued that it was a security measure to keep local populations subdued during the installation's earliest years; others believe it was used to extract ancient human essences in an effort to find a cure for the Flood.

ALTAR_01000101

HISTORY

Installation 03 was discovered by humanity in October 2552, when the *Floral Express* happened upon the Khaphrae system while escaping the Covenant's attack on Tribute. ONI pioneer groups carefully secured the ring, but the lack of an active monitor and enigmatic records found in the Library led researchers to initiate targeted seismic scans of an arid portion of the ring. There they found the Composer and brought it to local research station Ivanoff for further investigation. Upon the Didact's awakening in 2557, the station was assaulted by the Forerunner and the Composer was taken to be used against Earth. When the Master Chief and Cortana prevented him by destroying his warship, the Didact returned to Gamma Halo to access the Composer's Abyss and recover what he had lost.

Spartan Black Team, deployed to protect ONI's exploration efforts, encountered the Forerunner commander on the installation and was terminated, leading the UNSC to dispatch Blue Team to the ring. At the same time, 859 Static Carillon, the caretaker of the Composer's Forge–accessible through a location on Gamma Halo called the Abyss–traveled to the ringworld to investigate the monitor's absence. Although initially pledging to work with the Didact, when Carillon discovered that he was at cross-purposes with the Forerunner, he eventually reneged and, working alongside Blue Team, tricked the Didact. The Forerunner was composed by his own machines and part of Gamma Halo was scuttled in the process, jettisoning an entire segment into the Composer's Forge. The repairs the installation now required led 859 Static Carillon to bring the ringworld to an undisclosed location, where it would be suitably restored before being redeployed.

KAPPA HALO

Located in the Mdokron system, Installation 06 was placed in orbit around the ice giant Haakuth and maintained by 16807 Abashed Eulogy. During humanity's time on the Ark, the cartographic data retrieved from a local communications array displayed Kappa Halo with a craterous and barren landscape stretching across the entirety of its surface. This data conflicts with other reports indicating that the ring's habitability systems are functioning at the same levels of other installations. Though there is no clear indicator of compromise or interdiction from external forces, the monitor has yet to respond to inquiries.

INFINITY_APPROACH_01000101

FORERUNNER WORLDS //

ZETA HALO

SET AGAINST THE BACKDROP OF THE ENIGMATIC AND AWE-INSPIRING HALO WEAPON NETWORK, INSTALLATION 07 STANDS ALONE, BEARING A HISTORY LADEN WITH CONFLICT AND PERIL, A TRAGIC TALE THAT STRETCHES OUT TOWARD AN EVEN MORE UNCERTAIN FUTURE.

ZETA_HALO_01000101

ORIGIN

Once known as Gyre 11, Zeta Halo was formerly part of the original senescent array–one of the first twelve Halo installations to be built by the Forerunners. Like the others in this series, Gyre 11 was 30,000 kilometers in diameter, serving a vital role in the Forerunners' desperate fight against the Flood. When they realized that the original design for the rings–while unquestionably powerful–also contained inherent flaws, the Builders revisited their form and function. This process led to the creation of the neoteric array: a set of smaller ringworlds that were 10,000 kilometers in diameter, but with refined capabilities more suited to carry out the Forerunners' final plan.

As their war against the Flood labored on, Mendicant Bias–a contender-class ancilla governing the construction and implementation of Halo–fell prey to the Primordial's logic plague, ultimately turning the senescent array against the Forerunners at their own Capital. This move was successful in destroying the center of the ecumene, but Mendicant was forced to flee with only Gyre 11 in its possession. On this rogue Halo, a harrowing civil war embroiled the Forerunners it held, with the parasite savagely infesting all within its reach. When the IsoDidact finally discovered Gyre 11, it was being sabotaged by its own Lifeworkers, forced to thread a small moon which began to rend the ring to pieces, in the hopes that it would bring an end the Primordial's efforts. While subduing both Mendicant Bias and the Primordial, the IsoDidact saved the installation, shunting large portions of Gyre 11, which allowed it to retain stability despite the great damage it had already suffered. Gyre 11 was moved to the Ark foundry of the neoteric array, where it was completely refashioned to become Installation 07, also known as Zeta Halo, joining six other rings to complete the Halo Array.

HISTORY

Like the other weapon installations, Zeta Halo was positioned at coordinates that allowed the array to blanket the entire galaxy when the rings were fired, eradicating all thinking life and starving the Flood. After the array was activated, Zeta Halo would also play its part in the Conservation Measure, as cataloged life would be reseeded across the galaxy and allowed to flourish once more, in keeping with the tenets of the Mantle. When this effort first commenced, the installation's monitor was made aware of an unexpected anomaly–in a galaxy that was believed to be completely devoid of sapient life, something had survived. A species the Forerunners called the Xalanyn had inexplicably endured the devastating effects of Halo, a fact which suddenly represented a grave threat to the Mantle. A species with such capabilities could not be allowed to exist unchecked in a galaxy on the precipice of rebirth: the Forerunners' purpose of human ascendancy and reclamation had to be preserved. The Xalanyn were sentenced to banishment, held captive within Zeta Halo in order to ensure the fulfillment of the Forerunners' long-laid plans. Eventually, the ring's caretaker, Despondent Pyre, became so wracked with guilt that she ceased communication with the monitors of other installations, seeking instead to escape into solitude.

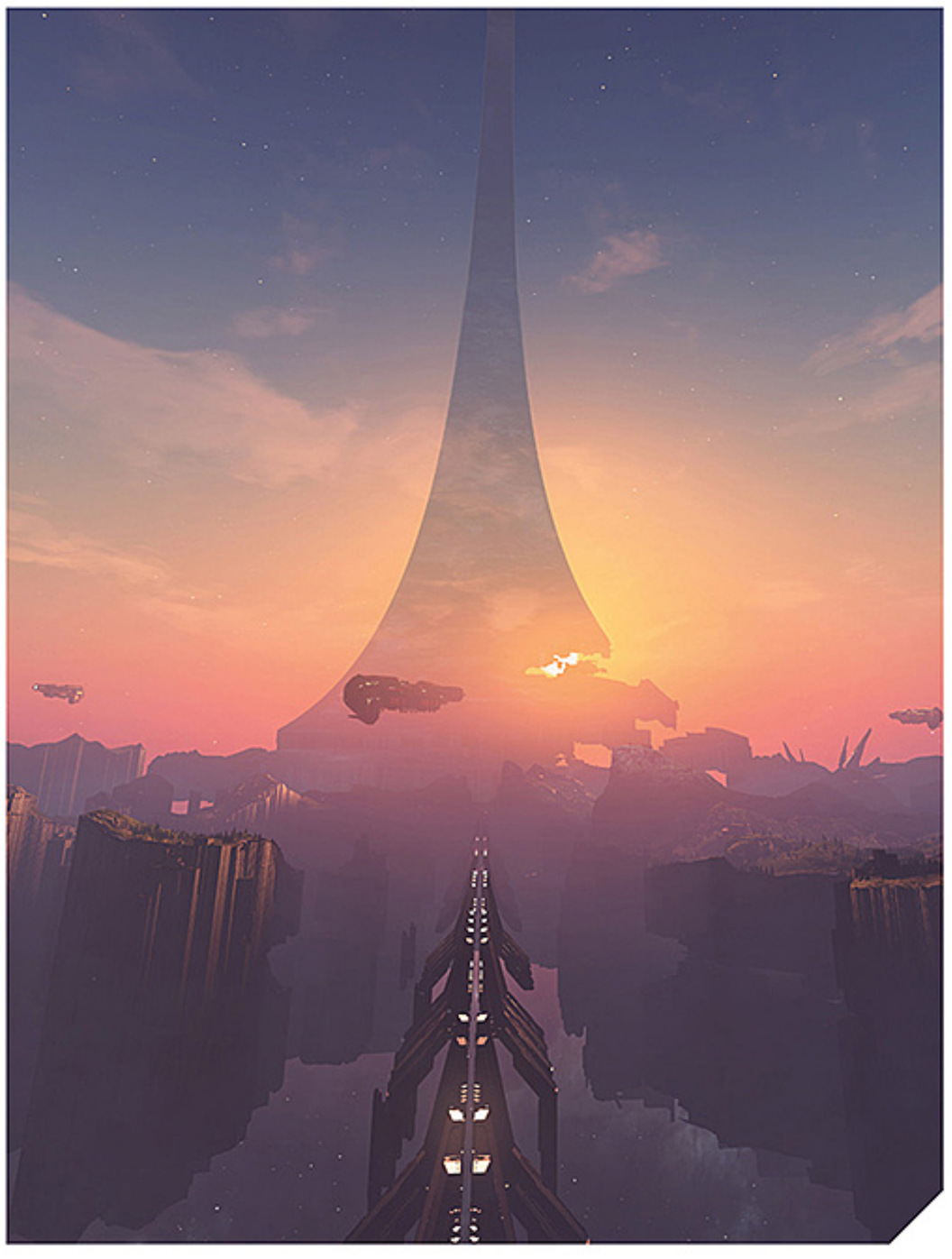
SURFACE_01000101

RELOCATION

After the unwitting awakening of the Didact in 2557, the AI known as Cortana, while on the verge of rampancy, sacrificed herself in order to ensure the Forerunner's defeat. She then found her way into the Domain, where she proceeded to activate Guardians and impose her own monomaniacal rule over all civilizations in the galaxy. She quickly took control of Zeta Halo, intending to use it as a central base of operations–largely due to its unique capabilities compared to the other installations in the array. When the ring was descended upon by both Banished and human forces, the ensuing conflict resulted in Cortana self-destructing at the installation's Auditorium, while simultaneously initiating an emergency slipspace relocation to move Installation 07 from its existing position to unknown coordinates. These combined actions created incredible stress on Halo's substructure, breaking apart a significant section of the ring, and requiring immediate attention and repair efforts. On its surface, humanity battled the Banished for control, recognizing the threat the installation posed if it fell into their enemy's hands.

CURATIVE OVERSIGHT

While the inherent capacity of an installation's monitor to facilitate the vast and complex processes of a ring's maintenance is impressive, given Zeta Halo's unique qualities, redundancy was essential. Installation 07 houses many constructs–executors which disperse the aggregate weight of custodial oversight. As with their respective principal exemplars, an adjutant monitor's curative reach is tailored for not just timeless vigilance, but also for practicality. Each contains a personality all their own, often tailored to the associated nature of their respective tasks. Several sub-monitors were encountered by humans on Installation 07, including Adjutant Viridity, who assisted a group of human salvagers as they navigated within the Monument's Cartographer, and Adjutant Resolution, who interacted with a human Spartan while trying to assess the ring's reformation processes. The latter became hostile when the Spartan's goal to stop the ring's restoration was revealed, forcing the sub-monitor to don a heavily armed Eradicator carapace and attack him. Ultimately, however, their common goals would realign resulting in Resolution attempting to aid the Spartan in his endeavors.



FRAGMENTATION_01000101

FORERUNNER WORLDS //

ZETA HALO

WITHOUT AN ACTIVE MONITOR, ZETA HALO'S STATE WAS ALREADY CHAOTIC UPON CORTANA'S ARRIVAL, EVEN THOUGH IT WAS BEING MAINTAINED UNDER THE AUSPICES OF SUBORDINATE EXECUTORS. THE DAMAGE CAUSED BY THE HUMAN AI'S SELF-DESTRUCTION SET INTO MOTION A SERIES OF EVENTS THAT COULD NOT BE REVERSED.

REPOSITORY_01000101

LOCATIONS

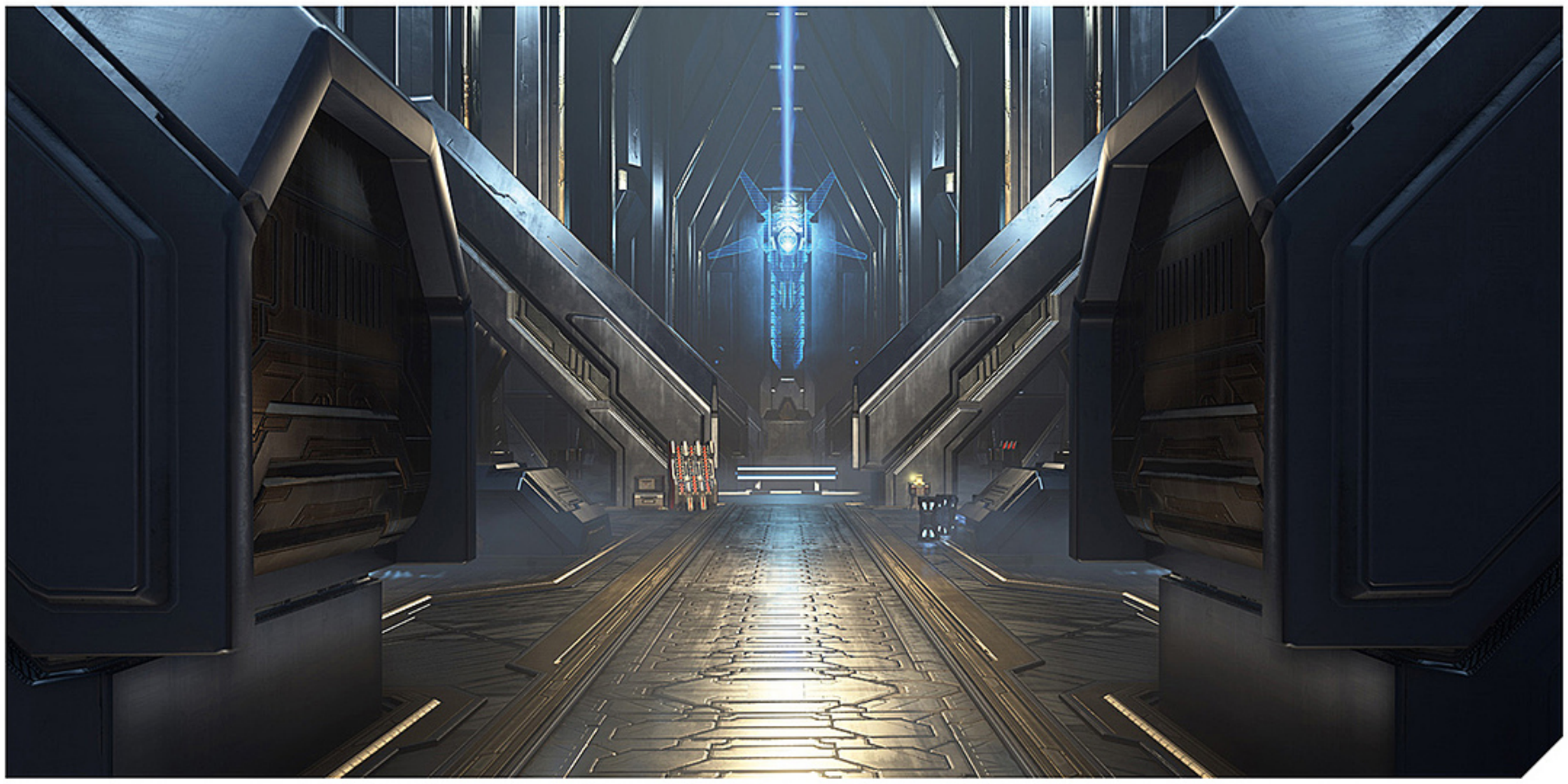
Zeta Halo's origin gives it unique standing among the other ringworlds of the array. Being of hybrid design, Installation 07 includes locations that are considered standard—though many of these sites vary in either placement or architecture—as well as remnants of its former construction. It also still bears the scars of old wounds and enigmatic secrets long kept in the darkness: evidence of Zeta's dreadful history are etched across its surface. Another unique element of Installation 07 is the fact that it retains many of Gyre 11's original offensive and defensive attributes, making it capable of more direct force application than any other Halo. Yet, like other rings within the array, Zeta Halo features an extensive remediation suite, able to repair the installation from nearly any damaged state short of total destruction.

CONSERVATORY

A centralized hub location that functions as the home of an installation's monitor or adjutant executors, the Conservatory is a key site on every Halo ringworld, though most ancilla prefer to operate at a specific designated location. From the Conservatory, a monitor can interface more directly with the ring's vast network infrastructure, file reports, carry out a wide range of restorative reconnaissance protocols, and dispatch messages to other sites. Maintenance cradles also provide the opportunity for repair and modification depending on situational needs or personality directives. When Despondent Pyre fled into solitude, she locked herself away within the silent vaults of the Conservatory, only to be awakened when the Banished violently forced their way in—ultimately looking for her and the secrets she held.

REPOSITORY

Built off the framework of larger archival networks, a number of Repository sites can be found on the ring, primarily dedicated to the containment and preservation of data cluster streams for analysis, engagement, and cataloging. Without such a suite of Repository sites, the installation's information network would lack coherence and data reliability across its superstructure in the event of catastrophic damage. Within its extensive stores, the Repository holds countless records from the ancient past, many which remain sealed behind impenetrable security cordons, as was the will of those who recorded them.



AUDITORIUM_01000101

AUDITORIUM

With its enormous, radiant spire that could be seen from many kilometers away, the Auditorium's majestic presence on Zeta Halo was keenly felt by all who walked its surface, though its true purpose remains shrouded in mystery. Whether a hallowed Builders' vestige of the senescent array or something entirely unique to Installation 07, the Auditorium served many purposes over millennia, used as both a courtroom and place of execution. Here final judgment was rendered on the Xalanyn, seen as an unabideable threat by Forerunner leadership. Cortana's destruction decimated the Auditorium, requiring the Harbinger to rebuild the structure in order to recover what she sought. When the Master Chief assaulted the reforged Auditorium to stop the Harbinger, she perished in battle, though not before finishing her enigmatic work.

BEACON TOWERS

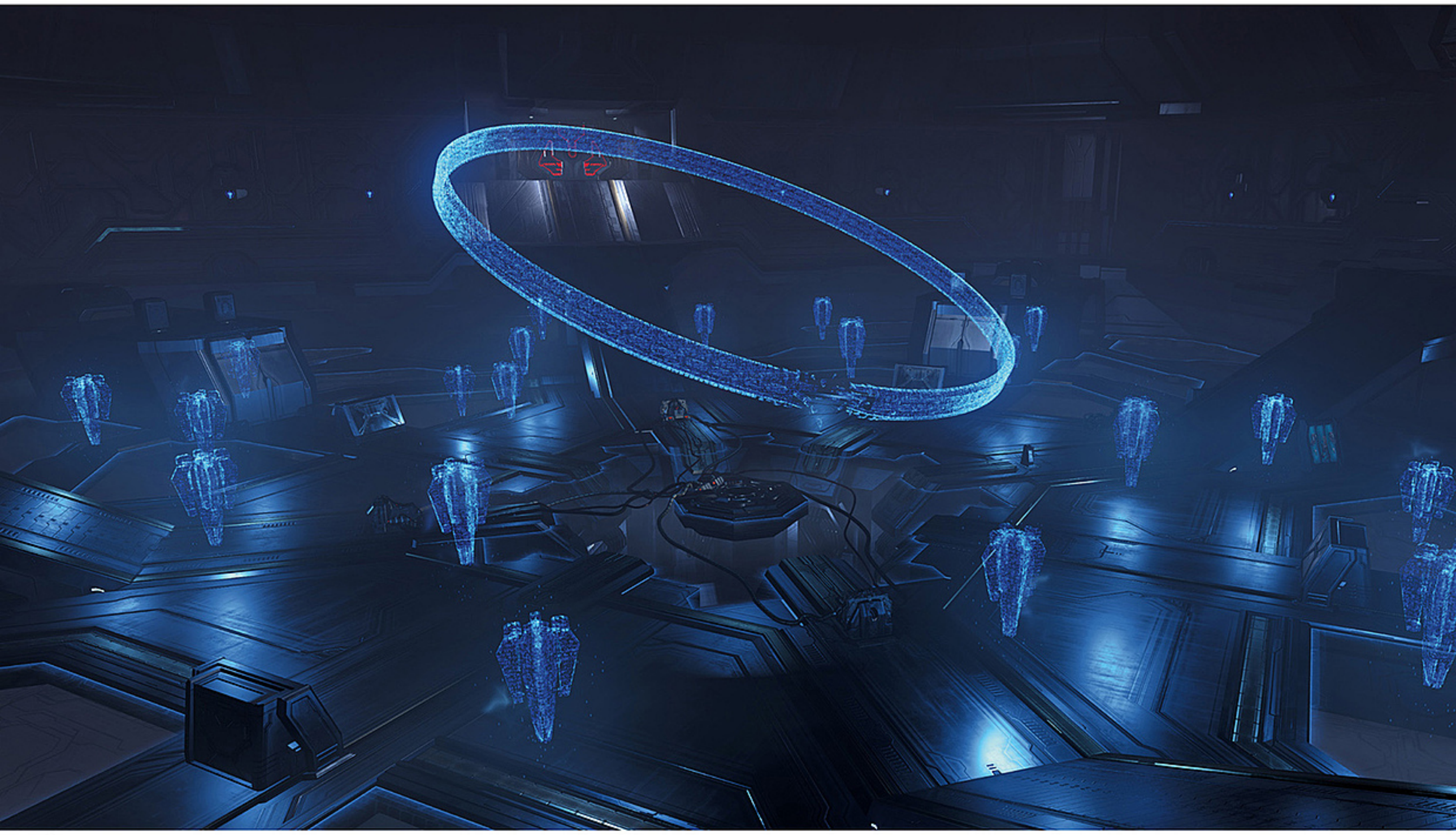
A familiar, yet striking hallmark of all Halo ringworlds, beacon towers are as essential to the function of a given installation, as they are breathtaking to behold. These beam-emitting towers are scattered in great numbers across the surface of the ring, built to channel, convert, and refine energy streams of almost any type for an incredibly wide range of uses, from ring-wide communication to aiding in the activation process of its primary firing mechanism. Although their structure and design are relatively basic in form, their purpose is critical to the ring's functionality, and—as with other Forerunner constructs—they bear the distinctive mark of their makers, inspiring awe and wonder with every pulse of energy that soars up toward the boundless sky.

BEACON_TOWER_01000101

FORERUNNER WORLDS //

ZETA HALO

THE EXTRAORDINARY HISTORY AND THE UNCERTAIN FUTURE OF ZETA HALO ARE ETCHED ACROSS ITS IDYLLIC SURFACE: THE DEVASTATING DAMAGE RENDERED BY CORTANA ONLY ECHOES EVENTS FROM THE RINGWORLD'S HARROWING AND TRAUMATIC PAST, BUT NONE OF THIS IMPEDES THE INSTALLATION'S UNYIELDING MARCH TOWARD REMEDIATION AND FULL FUNCTIONALITY.



NEXUS_01000101

NEXUS

Buried deep below the reformation spires rising from the surface of Halo is the Nexus. As a control node, the Nexus functions to coordinate the efforts of reformation spires across a given area of the ring, allowing them to refabricate and integrate large sections of the installation. The Nexus is a key component in any ring's remediation portfolio, particularly in events where extreme damage has been done to the surface, outer hull, or substructure. From the Nexus, executor constructs can conduct structural maintenance, guide large-scale repair efforts, or even engage in routine environmental re-engineering.

REFORMATION SPIRES

These immense, monolithic structures are designed to create and convert necessary raw materials to aid in the remediation efforts of the ring. However, these baseline functions belie their full capabilities—purposes far more extensive than simple resource and repair objectives, including the potential for foundational evolutionary changes to the installation's core functionality. Even in their inactive state, reformation spires are some of the largest structures that exist on Halo installations, rising to their true height when repairs are initiated. These massive edifices overlook the mending of a ring like silent, impassive physicians, towering above their work as it is invisibly conducted deep below Halo's surface.

MONUMENT

Built upon remnants of the derelict substructure that once housed Mendicant Bias's ancilla core, the Monument was repurposed to serve as a Cartographer on Zeta Halo, replacing an instance that had been previously destroyed. In addition, the massive crystalline structures that once made up the metarch's core were also repurposed—now used to hold the sublimated digital essences of billions of lives that had been lost on the ring over countless millennia due to galactic conflict and civil war. Each imprint was collected, cataloged, and archived as both reminder and record of the great cost of such power.

CURATIVE_SPINE_01000101

REFORMATION_SPIRE_01000101

OLD SCARS

Sometimes called "curative spines," Zeta Halo exhibits several examples of tectonic fabrication seams that trace across the ring's surface. The collective system is created by scores of restoration buttresses and restructuring-field cantilevers working in concert to suture massive segments and amalgamated biomes together to ensure structural integrity and maintain surface rigidity. These spines are also part of an intra-ring transportation network that stretches across large swaths of terrain and allows for the rapid portage of resources and transit platforms.

ANCIENT ARTIFACTS

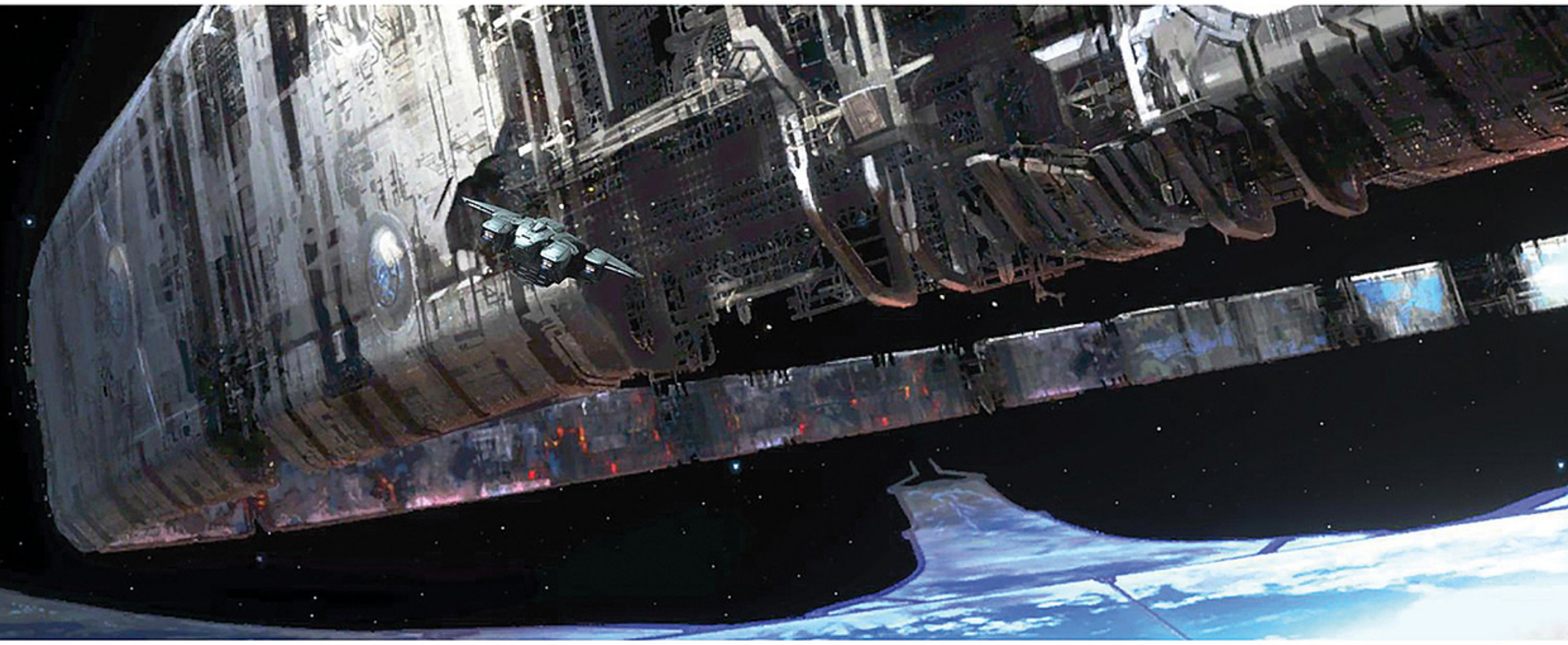
Considering the extraordinary breadth of its history, Zeta Halo features a wide array of totems, shrines, and other inscrutable structures that serve as evidence of the ring's consequential past. Among the most notable are the unique ring-shaped artifacts found in many locations on the surface of the installation. While their origins and initial purpose remain largely lost to the passing ages, select examples include alloy substructures laced with data-storage matrices that contain records from an eclectic range of time periods, many of them logged by the installation's monitor, Despondent Pyre.

TOTEM_01000101

FORERUNNER WORLDS //

POST-ACTIVATION RINGWORLDS

SINCE HALO'S ACTIVATION LONG AGO, THE ARK HAS REMAINED READY AND VIGILANT, FULLY PREPARED TO MEND OR REPLACE ANY INSTALLATION WHICH MIGHT BE DAMAGED IN THE AGES THAT WOULD FOLLOW. TWO KNOWN REPLACEMENT RINGS WERE FASHIONED AFTER THE DESTRUCTION OF ALPHA HALO, THOUGH NEITHER REACHED THEIR INTENDED DESTINATION.



INSTALLATION_08_01000101

The Ark not only fabricated the entire Halo Array, but was explicitly designed to direct and facilitate its maintenance through the passage of millennia, ensuring that each installation functioned properly and could effectively activate in the event of another Flood outbreak. Employing a tremendously powerful foundry, which drew materials from a resource moon anchored to its center, the Ark refashioned entire ringworlds according to detailed templates, ultimately redeploying them to their designated locus. As Halo installations are numbered based on their order of production, these would follow the same pattern.

INSTALLATION 08

ORIGIN

After the complete destruction of Installation 04 by the Master Chief, the Ark immediately began work on a replacement. Excavator and Assembler sentinels were deployed to harvest resources from the foundry's moon, quickly forging the installation's superstructure and power systems, before overlaying the interior surface with habitable environments. During the final days of humanity's war with the Covenant, Cortana–trapped in the clutches of the Gravemind within the abandoned High Charity–discovered the Ark and its newly forged replacement ring. Planning a solution to stop the Flood, she relayed this information to the UNSC, leading to the deployment of a strike force that would follow the Covenant to the Ark.

DESIGN

Built using the structural template of Alpha Halo, the newly forged Installation 08 bore many notable similarities to its predecessor. Although bearing variation in its specifications and capabilities, it was designed to effect the same purpose as all ringworlds. Installation 08 never saw completion, however; despite its superstructure being fully intact, much of its functional and habitation elements were unfinished when it was first released from the Ark's foundry. This meant the installation lacked sufficient structural integrity when it was prematurely activated, a fact which eventually led to its catastrophic demise.

FATE

With the purpose of eliminating the threat of the Flood, the Master Chief and the Arbiter set foot on Installation 08 under the guidance of Cortana, who still held the Activation Index from Alpha Halo. The arrival of a Gravemind with High Charity had not only compromised the Ark, but had also placed the entire Halo Array in jeopardy. At the recommendation of 343 Guilty Spark, a tactical pulse was the only viable solution to eradicate the local Flood's presence and prevent the Gravemind's efforts. The ring's unfinished state, however, did not allow it to survive, rending it to pieces, even as it scorched the Ark's surface. The debris that remained was retrieved by drone automation, ironically now yielding raw materials to repair the damage the ring had done to the Ark itself, the very site of its creation.

INSTALLATION_09_01000101

INSTALLATION 09

ORIGIN

The *Spirit of Fire* arrived at the Ark after nearly three decades drifting through space, just as the Banished began to establish a military foothold on the installation's surface. After retrieving the UNSC AI, Isabel, the crew of the *Spirit* went to work against their newfound enemy. With few options available to get back to human space, Professor Ellen Anders discovered that the Ark had built yet another replacement ring for Alpha Halo, stored within the installation's foundry. Lacking clear directives, the Ark had not yet deployed it to the Soell system, allowing Anders to take control of Installation 09 and release it from the foundry. Her goal was ultimately to use it to transit closer to human space, finally bringing the *Spirit* and its crew back home after all these years.

DESIGN

As with the replacement ring before it, Installation 09 was extremely similar to Alpha Halo, with most differences being merely superficial in nature. During a heated battle with the Banished, Anders utilized the installation's gravitic and structural controls to shed an entire section of the ring occupied by the enemy, sending their forces into the cold, suffocating grave of space. Despite the traumatic effect this action would have on the ring's surface, the installation's automated remediation systems immediately went to work, making restorative efforts to repair what had been damaged.

FATE

After the UNSC forces had extracted their presence from Installation 09, the Ark's deployment systems were inadvertently triggered, stranding Anders on the ring as it entered slipspace. Installation 09 was being sent to the Soell system to replace Alpha Halo, but it would not arrive at its appointed destination. During transit, Cortana—who had recently taken control of the Domain—shunted the ring from slipspace and secured it with a Guardian. Even though the destruction of Cortana and the deactivation of her Guardians would soon follow, Anders's current status remains unknown to the UNSC forces aboard the *Spirit*, and they continue to engage Banished forces across the surface of the Ark.

SURFACE_01000101

FORERUNNER WORLDS //

CONSTRUCTS AND PLANETOIDS

THE ECUMENE SPANNED COUNTLESS WORLDS, INCLUDING MANY FORGED BY THE FORERUNNERS' OWN BRILLIANT CREATIVITY AND MATCHLESS INGENUITY. THEIR CREATIONS RANGED FROM SEEMINGLY IMPENETRABLE DEFENSIVE REDOUBTS AND UNFATHOMABLY SIZED REFUGES TO EXOTIC SANCTUARIES AND INSCRUTABLE RESEARCH FACILITIES.

ONYX (SHIELD 0006)

Often considered the Forerunners' single greatest achievement, Onyx is an engineering wonder beyond calculation. In its most condensed form, the installation appeared to be nothing more than an unremarkable planet in the Zeta Doradus star system. What could be seen, however, was merely a shell, comprised almost entirely of sentinels, designed to mimic the environment of a terrestrial planet and ultimately guarding entry to the Sarcophagus. During a chance battle between the Covenant and human forces, the installation's true form was revealed–a massive Dyson sphere with a diameter of two astronomical units, yet contained within a slipspace bubble merely 23 centimeters in size. During the conflict, Onyx's shell was destroyed, and eventually the Sarcophagus was brought out of its slipspace confinement and into real space, enveloping Zeta Doradus and its three orbiting planets in the process. Currently, humans maintain a research station on its inner surface, known as Trevelyan, where they host a joint task force site that encourages exploration of the installation's immense interior by way of a multi-species coalition.

ABSOLUTE RECORD

The ecumene's primary information repository was known as the Absolute Record, an installation dedicated to the archiving and cataloging of all Forerunner instruments and technology. Repositories often played a vital role in the preservation of data clusters, serving as a parallel storage matrix for various information reservoirs alongside the Domain. After humanity's war with the Covenant, an imprint of the Librarian was transferred from a repository site on Earth to join others within the Absolute Record, further consolidating the Lifeshaper's experiences and influence within these ancient archives. Later on Requiem, yet another of the Librarian's imprints gave humanity access to the Janus Key–a device by which they could finally locate and interact with the Absolute Record. This endeavor would be met with conflict and conspiracy, however, and ultimately deny all modern civilizations access to this site for the time being, as was the judgment of the Record's ancilla caretaker.

TROVE (SHIELD 0459)

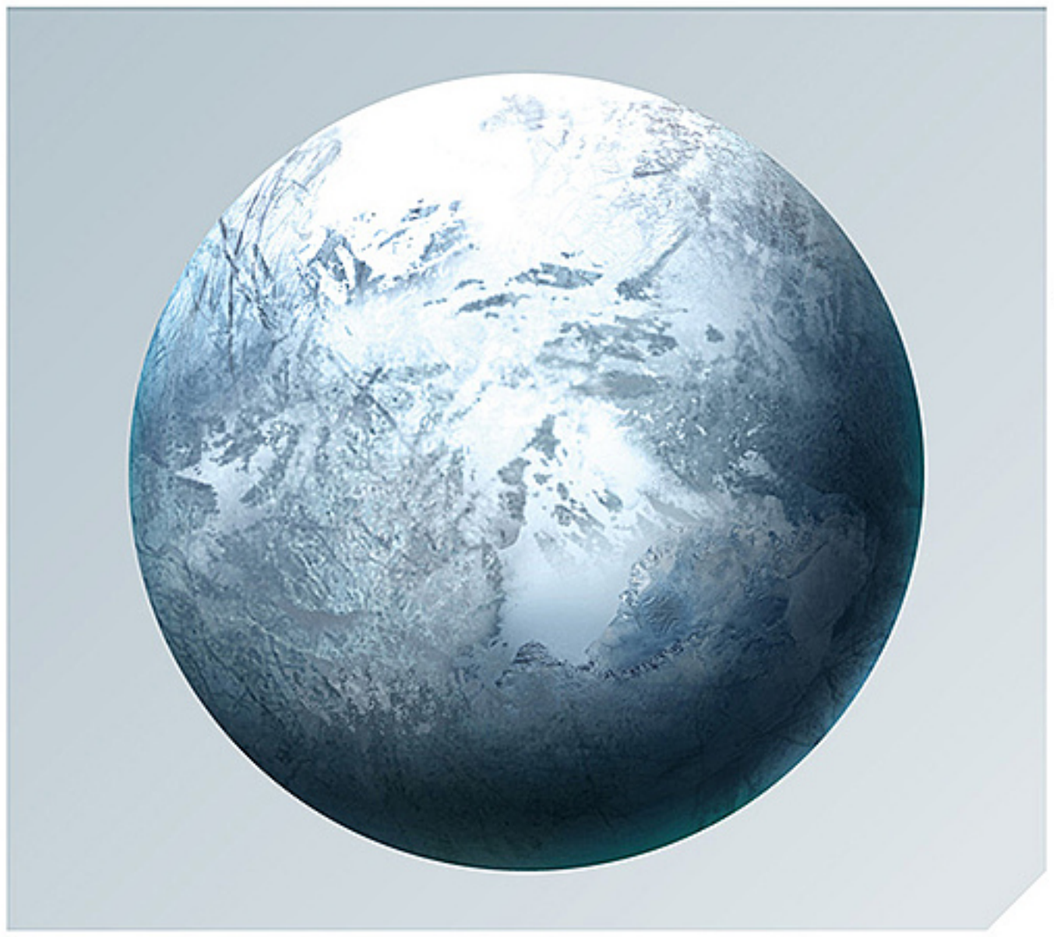
Many shield worlds were strategically designed to house key battle groups in the Forerunner fleet. The Etran Harborage hosted several prime dragoon tridents, perpetually held at the ready, either as a failsafe to raze the inner surface if the outer shell was breached by the Flood, or as an exploratory emergence group, if the Forerunners' original defensive measure succeeded. During the height of their conflict with the parasite, Trove's exterior surface was overrun. Three Prometheans, Malice-Begets-Demise, Animus-To-Remain, and Habit-To-Sever, fought valiantly to stave off the Flood's advance in order to save the world's damaged monitor, 295 Harken Watch, and ultimately sealed off Trove's interior. The installation lay dormant until its discovery by Covenant and human forces, who engaged in a short but turbulent conflict that resulted in a solar detonation, which destroyed the entire world, scattering its remnants around the Korinth Prior system.

REQUIEM_01000101

REQUIEM (SHIELD 0001)

The first of its kind, Requiem was a shield world—part of the Didact's counter-solution to the Flood—a planetary construct capable of initiating tremendous military force through fleet deployment and surface weaponry, efficiently protecting entire regions of the galaxy. Requiem itself was composed of a series of concentric planetary shells enclosed within each other, hidden beneath a vast armored surface—its interior sections covered with a litany of defensive systems, weapon arrays, and shipyards. Like other shield worlds, its external shell is virtually impregnable and resilient to even extraordinary firepower, allowing Requiem to shelter whatever it contained from the devastating neural physical effects of the Halo, making this the installation's principal application at the end of the Flood War.

The Librarian, however, would leverage this same capability for an entirely different purpose. After the Didact's merciless crime against the humans, she bound her husband within a Cryptum, burying him at the center of Requiem. The Librarian desired to protect both the Didact and those he sought to harm, hoping that when awakened by Reclaimers, he might humbly serve in their ascendancy. Tragically, this did not yield the results the Librarian had hoped for. After the Didact was unceremoniously composed on Gamma Halo, the humans' struggle for the shield world against Covenant forces ended up sending Requiem on a collision course with its local star, Epoloch. A massive energy burst and subsequent solar destabilization quickly followed, destroying Epoloch, but leaving no trace of Requiem to confirm its demise.



KAMCHATKA_01000101

KAMCHATKA

Like Zehar VI and Strilun IV, Kamchatka is among a number of ice worlds that held particular interest to Lifeworkers, who leveraged the extreme conditions to build vast rehabilitation complexes networked within the planet's glacial layers. A key element shared by many of these installations was the incorporation of Domain nodes, built to provide unfettered access to the empire's knowledge network. Worlds like Kamchatka are extraordinary examples of the Forerunners' aptitude for megascale planetary engineering, where the line between the natural and the artificial imperceptibly blurs. Kamchatka remained hidden for ages, but during the Covenant's fledgling rebirth led by Jul 'Mdama, a fleet arrived to pillage the world's stores of technology at the behest of their human captive, Dr. Catherine Halsey. Their presence awakened Kamchatka's robust defenses, immediately sending them into a pitched battle while Halsey used their exploration as a ruse to draw the UNSC *Infinity* to their position. Fireteam Osiris managed to navigate this chaos, eliminating 'Mdama and securing Halsey. The surface of Kamchatka is once again a silent ice world, its intruders now absent and weapons long withdrawn.

REQUIEM_SURFACE_01000101

FORERUNNER WORLDS //

CONSTRUCTS AND PLANETOIDS

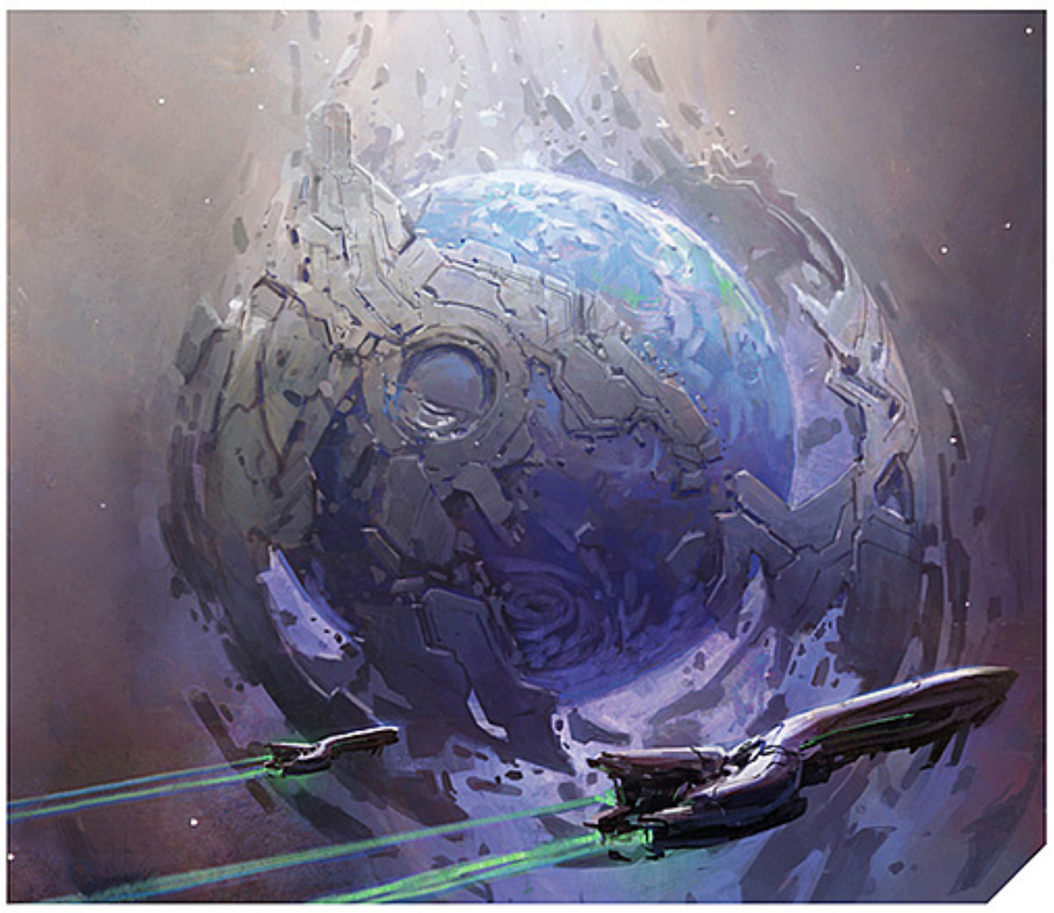
ALTHOUGH THE FORERUNNERS FACILITATED THE FABRICATION OF THOUSANDS OF NON-MILITARY INSTALLATIONS, THOSE WHICH SURVIVED THE FLOOD WAR AND THE ACTIVATION OF HALO ARE MOST COMMONLY FORTRESS WORLDS. AND OF THOSE, MOST ARE SHIELDS: A STRATEGIC, RAPID RESPONSE FORCE TO BOTH DESTROY THE PARASITE AND PROTECT THOSE IT SOUGHT TO DEVOUR.

BASTION_01000101

BASTION (SHIELD 0983)

Hidden deep among the stars in the Orion complex, Bastion is a shield world that holds a singularly unique purpose, having been selected by the Librarian to achieve her greatest work. Built using a template of Earth as its inner surface, Bastion became a laboratory that contained the Librarian's most treasured and critical experiments, including many that had never been shared outside of her own purview. The most important of these was the ship *Eden*—designed as a successor to *Audacity*. This vessel was produced within Bastion's nursery, and was destined to carry out a mission of atonement and restoration for one of the Forerunners' gravest sins: the destruction of their own makers. Eventually, with the help of the human Rion Forge and the ancient hybrid construct Spark, *Eden*'s mission would successfully get underway, with Spark ultimately taking up the role as monitor and caretaker of Bastion, promising to keep it—and its secrets—safe from harm.

REFUGE_01000101



REFUGE (SHIELD 0673)

Sheathed in an outer shell of untold capabilities, Shield 0673 would come to be known as the Refuge by Sangheili exiles who took shelter within as they looked to escape the then-fledgling Covenant alliance. Under the massive gleaming stalactite formations across the interior of its protective shell lies hollowed-out planetoid, its rocky surface engineered for tolerable habitation. Below that churned the inner workings of this artificial sanctuary, from rudimentary environmental controls to complex maintenance systems. One of the final shield world designs produced by the Builders, 0673 was full of experimental capabilities engineered to ensure the safety of its inhabitants. One of these was a preservation protocol that gave the appearance of self-destruction, but instead simply disassembled the shield world into separate, still-functioning sections. The process proved fortuitous when—in the face of a Covenant inquisition fleet—the installation's monitor Enduring Bias activated this system to ensure the safety of the Sangheili within the Refuge, until centuries later, when the Covenant's own demise provided an opportunity for them to return to Sanghelios.

X50 (OR-3-212 E)

Reformers are satellite world-constructs built to aid in the creation and collection of raw materials on a planetary scale. Created around a reformation core, orbital reformers like X50 are designed to break down planetary bodies or installations to core components and reform them into any number of different structures, based on desired input from active design seeds. They are astonishing technological marvels that have no contemporary equal.

JAT_KRULA_01000101

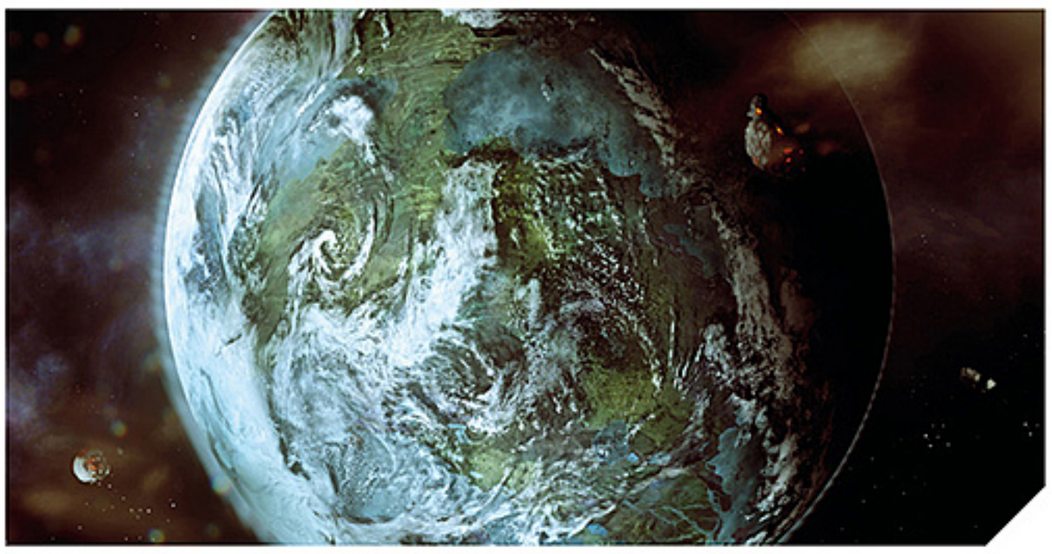
THE LINE

As part of the security strategy formulated long ago for the ecumene, the Forerunners developed a sprawling collection of defensive outposts collectively known as Jat-Krula, hidden installations that were tactically placed to form an unassailable spherical defense perimeter called the Line. With powerful interdiction pylons capable of targeting and firing even into the seething folds of slipspace, the Line helped defend the vital inner regions of the Forerunner empire for untold millennia, even creating a final sanctuary of protection against the Flood at the very end of the three-hundred-year conflict. Ultimately, the Line could not hold fast against the relentless onslaught of the parasite, yet many of its installations have continued to function well into the present age, and remain a threat to any vessel that might attempt to pass through their defensive perimeter.

GENESIS (SHIELD 0111)

Genesis is an artificial planet primarily devoted to the engineering and construction of "seed worlds," drawing raw materials mined directly from natural satellites placed in orbit around the installation. Genesis used these resources to develop natal worlds, many serving as a verdant reservoir of life in a galaxy stripped of diversity by the ravages of the Flood parasite. These world were populated with sundry flora and fauna largely sourced from Genesis's own surface. Beneath that surface however, Genesis held a different secret. Unlike most other shield worlds, its interior was primarily designed to house and protect a critical gateway facility that interfaced directly with the information repository known as the Domain. Tended to by monitor 031 Exuberant Witness, Genesis's full capabilities were unknown even to most Forerunners. Despite a series of recent conflicts, Genesis is again untouched by outside presences and its surface surges with life.

GENESIS_SURFACE_01000101



GENESIS_01000101

OLFMERI_01000101

SKY LEVIATHAN

Although a variety of cetacean-like creatures have been observed in the skies of Forerunner worlds, the most stunning of these is the *olfmeri*, referred to as simply a "sky leviathan." These massive flying creatures are the subject of considerable interest to the contemporary civilizations that encounter them, largely due to their immense size. Very little information has been extracted from Forerunner records, and therefore the living creatures themselves remain something of an enigma. Highly intelligent, elusive, and protected by ecological monitoring systems, unauthorized study of the *olfmeri* is an extremely difficult and perilous endeavor.

MOROLAATH_01000101

BLIND WOLF

Deadly apex predators in all variations encountered to date, the *morolaath* blind wolves are highly intelligent pack hunters that represent one of the most dangerous examples of wildlife found on and near Forerunner installations. They can be readily keyed to specific hunting ranges, while their acute senses make them particularly well-suited as a tripwire species for detecting early Flood infestation and incursions by unauthorized sapients. Lacking sight, the *morolaath* navigates and hunts primarily by way of sound, and will coordinate remarkably sophisticated attacks on larger prey.

SAALIBAN_01000101

THORN BEAST

Fostered on post-cataclysm salvage worlds in the Lifeworkers' effort to rebalance struggling ecosystems, *saaliban* became particularly important to the Jiralhanae, as the creatures were among the few herbivores that continued to thrive on Doisac after it was ravaged by nuclear warfare. For their people, it has totemic and practical significance, with every element of its body having a useful function as food, tools, or chemistry. It can survive and thrive on an astonishing variety of worlds, and its population will self-adapt to a new regime in as few as three generations if properly attended. The Covenant made extensive use of this ability, seeding it on their own colonies in an unintentional echo of the Forerunners' own work.

QOTHAL_01000101

NIGHTMARE EEL

During the height of the ecumene, audacious Forerunner research hunters took pride in any successful *qothal* chase. Courageous dark-divers would attempt to penetrate the creature's muscular glands to extract a viscid humor that was highly sought after by Lifeworkers. While the process was ultimately safe for the so-called "nightmare eel," the same could not necessarily be said for those undertaking the treacherous task. Terrifying to observe up close, *qothal* typically spend most of their time hunting large crustaceans within the cavernous ocean floors of what is now known as Beta Gabriel.

FORERUNNER WORLDS //

POPULATIONS OF FAUNA

FORERUNNER INSTALLATIONS PLAY HOST TO COUNTLESS LIVING CREATURES IN ITS PRESERVES, MANY OF THEM THE DIRECT PRODUCT OF LIFEWORKER EXPLORATIONS. ALTHOUGH FLAWLESSLY ANALOGOUS TO THE CREATURES OF PURELY NATURAL ORIGINS, MANY OF THESE ARE CAREFULLY DESIGNED AND CURATED, EVEN DOWN TO A MOLECULAR LEVEL.

METICULOUS MENAGERIE

Lifeworkers were specialists in the arts of biology and knew many secrets of the mind and body. Among their numerous and varied tasks for the Conservation Measure was creating species compatible with a wide number of ecoystems, allowing them to serve as replacements in cases when an entire planetary ecology could not be indexed with sufficient scope or clarity. These creatures were not typically built from the ground up, instead being chosen from among the vast biological archives held on Maethrillian (and later, the Ark) and adapted for the specific situations at hand.

RANGMEJO_01000101

QUADWING

The *rangmejo* quadwings are among the earliest and most common examples of Lifeworker genecraft, and their presence on a world is evidence of Forerunner modifications and repairs to the local biosphere. Quadwings are large, predatory birds that hunt in highly coordinated flocks and generally make their homes within rocky outcroppings near large bodies of water. They are heavily optimized at a genetic level, with highly adaptable morphologies. Site-specific configurations and a hundred thousand years of independent diversification mean that individual populations now vary significantly from each other, but their common genetic building blocks are of considerable interest to contemporary civilizations.

KAIMISTRO_01000101

RHINOK

Large and surly, *kaimistro* rhinok feed on grasses and woody foliage, and in turn are prey to large carnivores. Their body chemistry is extremely complicated, and evidence exists that their chirality can be swapped very easily between generations. Their intestinal flora is of particular interest, as it is designed to operate in conjunction with Forerunner environmental nanomachines to serve as bioreactors for various useful compounds. On some installations, local sentinel retinue will monitor and shepherd rhinok herds as they navigate their customary migratory patterns, regardless of unanticipated environmental changes.

CHAEFKA_01000101

TUSK BEAST

Well-adapted for extreme environments, the *chaefka* tusk beast has a history that stretches back into the dim mists of Forerunner exploration, and was found on thousands of worlds long before their people claimed dominion over the stars. Lifeworkers sought this enigmatic creature for that reason, though their many eons of study and tinkering did not reveal any profound secrets, apart from its unique ability to release psychotropic pheromones on its prey, which unwittingly led to a number of biological advancements. Many examples of this creature were archived as part of the Conservation Measure, and living populations are found both on the Ark and several other reseeded worlds.

FORERUNNER INDIVIDUALS //

LEADERS OF ECUMENE

IN THE FINAL DAYS OF THE FORERUNNER CIVILIZATION, A HANDFUL OF INDIVIDUALS ROSE TO THE HEIGHT OF POWER, PLAYING CRITICAL ROLES DURING THE HALO EVENT WHICH LAID BARE COUNTLESS WORLDS IN ORDER TO STOP THE FLOOD, ALTERING THE FATE OF THE GALAXY FOREVER.

UR-DIDACT

Without equal among Prometheans during the final years of Forerunner civilization, the Didact was the Protector of Ecumene and a devout upholder of the Mantle, yet trauma suffered at the hands of his enemies and his hatred for humanity would ultimately prove to be his undoing. He took on the title Didact during his time at the war college, eventually marrying the Librarian and leading the Warrior-Servants in a lengthy campaign against the humans, a conflict which dissolved into a fight for survival against the Flood. The Didact vehemently opposed the proposal of Halo and, in the end, was exiled to Erde-Tyrene for his dissension. When awakened by a young explorer, Bornstellar, he quickly journeyed to Charum Hakkor, the site of humanity's final defeat, where he discovered that the Master Builder had succeeded in creating Halo. Uncertain that he would survive whatever followed, the Didact transferred his imprint to Bornstellar, who would continue as the IsoDidact in his stead.

After being captured on Janjur Qom, he was believed to be killed–but was, in fact, stranded within a Flood-infested part of the galaxy. It was here that the Didact was taken captive by the Gravemind and tormented to the point of madness, before enigmatically being released. Returning to the imperiled ecumene, his leadership was quickly restored. Twisted by his encounter with the Gravemind, he sought to use a Composer to create a massive army capable of stopping the parasite, even at the cost of the countless humans he would forge into machine-soldiers. Now known as the Ur-Didact, his own wife would ultimately betray him in response to this horrific crime, imprisoning him in a Cryptum hidden within Requiem. When the Didact was awakened by humanity a hundred thousand years later, he attempted to rebuild the army he had lost, only to be defeated as he assaulted Earth.

DIDACT_01000101

SHADOW-OF-SUNDERED-STAR	
HEIGHT: 11ft 4in (345.4cm)	**WEIGHT:** 794.9lbs (360.6kg)
BIRTH WORLD: Rijaal Suluhu	**DATE OF BIRTH:** 110,255 BCE

LIBRARIAN_01000101

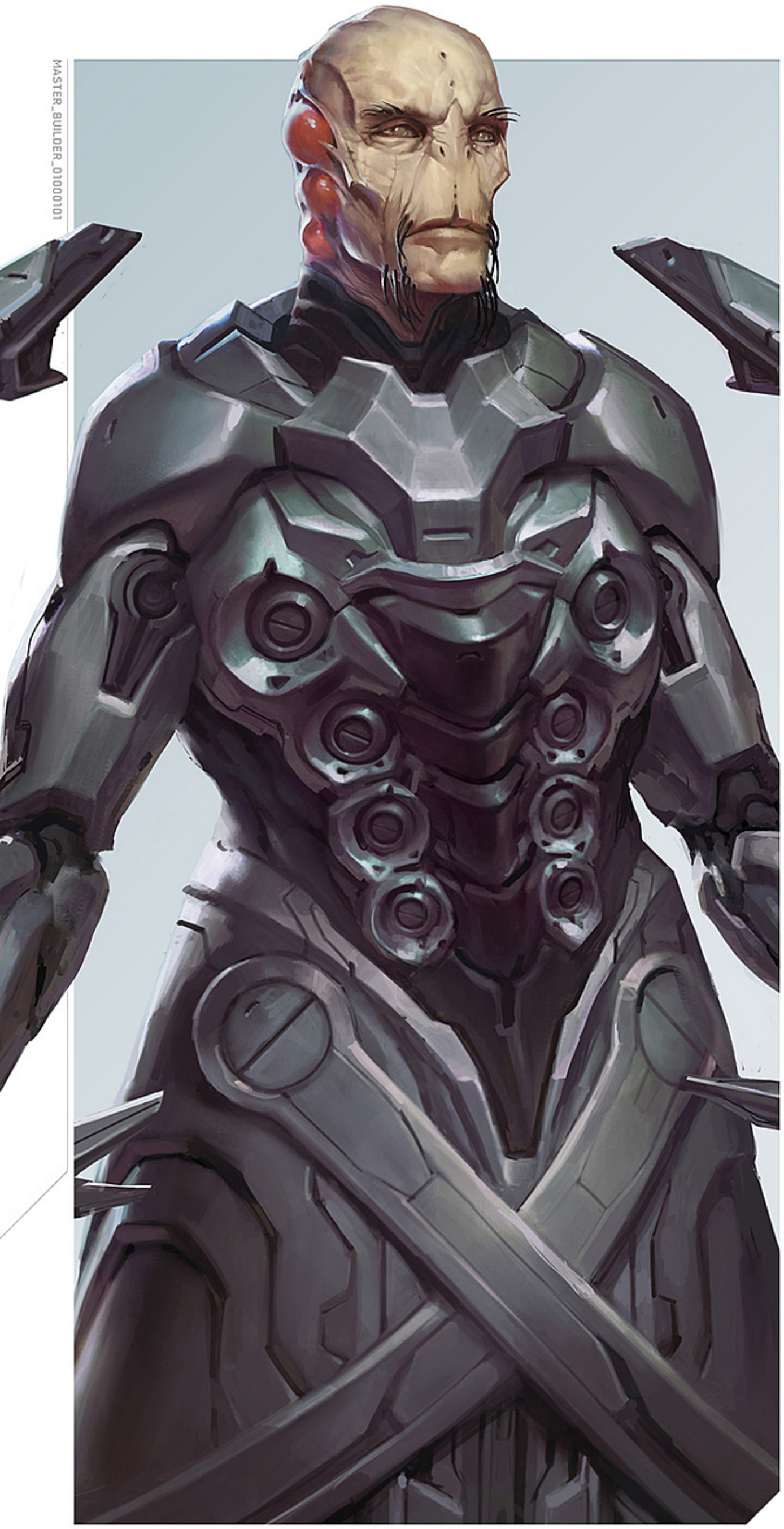
THE LIBRARIAN

Brilliant, inscrutable, and meticulous, the Librarian was a renowned Lifeworker who instituted the Conservation Measure, an effort to ensure the survival of diverse sentient species from the destructive effects of the Halo Array. Rising to prominence within Forerunner leadership prior to their war with the humans, she began to discover the truth of her people's past on a fateful journey to Path Kethona—the genocide of the Precursors at the hands of the Forerunners. Seeking to right these wrongs, she worked not only to preserve all thinking life in the galaxy, but to guide humanity, who she believed were the true heirs of the Mantle, naming them Reclaimers. As the preeminent Lifeshaper, she set into motion thousands of eventualities and left behind imprints of herself to instruct those who would follow. Yet prior to the war with the Flood, the Librarian's efforts often put her at cross-purposes with her own husband, the Didact. She was forced to seal him away within a Cryptum when his opposition to Halo demanded exile, and once more, after he had committed grievous crimes against humanity.

The Librarian's legacy is profound and stretches across the galaxy, impacting the lives of every species that survived Halo. Although she would perish when the array was activated, sacrificially drawing the Flood's attention so that the parasite could be finally destroyed, she ultimately succeeded in laying the groundwork for humanity's rise, the discovery of their shared past, and their reclamation of the Mantle. The Librarian's careful efforts prior to the activation of Halo saw the indexing and preservation of countless species on the Ark, before they were returned to the galaxy to repopulate their native worlds. Her most significant contribution, however, was the reseeding of Path Kethona with Precursor specimens she had retrieved from her time there. Dispatching a starship from the hidden shield world of Bastion through those entrusted with her plans, she sought to undo atrocities the Forerunners had committed millions of years earlier, which had been the origin of her own people's demise.

FIRST-LIGHT-WEAVES-LIVING-SONG	
HEIGHT: 9ft 6in (289.6cm)	**WEIGHT:** 441.4lbs (200.2kg)
BIRTH WORLD: Maethrillian	**DATE OF BIRTH:** 112,329 BCE

TRANSGRESSIONS_01000101



MASTER_BUILDER_01000101

MASTER BUILDER

During the final years of the Forerunners, Faber-of-Will-and-Might held immense power as the Master Builder, leading a myriad of efforts throughout the ecumene against the seemingly unstoppable Flood. Cunning, ruthless, and often capable of great cruelty, the Master Builder was an ally to the Didact in the early years of the Forerunners' war against the humans, but with the onset of the parasite's incursion into the ecumene, their relationship strained to the point of breaking. Faber's proposal of Halo, an obliterative weapon capable of searing away not only the Flood, but all sentient life that it fed on, was opposed by the Didact as an affront to the Mantle. In the end, the Council approved Faber's plans for this weapon, recognizing the extraordinary peril the Flood represented.

With his ambitions now galvanized, the Master Builder swiftly initiated Halo's construction, eventually giving the ancilla Mendicant Bias orders to test the weapon on Charum Hakkor. This pivotal act led to the unwitting release of the Primordial, an ancient creature that held deeply haunting ties to the Flood. This fateful event resulted in the subversion of Mendicant Bias and the capture of Gyre 11, one of the Master Builder's own Halo weapons. Eventually arrested and tried for his crimes against the San'Shyuum, Faber quickly found the number of his enemies growing and favor swiftly returning to the Didact. He fled to the far reaches of the ecumene in order to fight the Flood, even though he was later sought out and interrogated by the Juridicals for his crimes against the Mantle. Ironically, his final act would be one of sacrifice and heroism, defending the senescent Ark with Omega Halo, the tragic site where the Forerunners would suffer their greatest defeat. Here, Faber perished, though valiantly in the defense of his people.

FABER_01000101

FABER-OF-WILL-AND-MIGHT	
HEIGHT: 11ft 9in (358.4cm)	**WEIGHT:** 836.1lbs (379.2kg)
BIRTH WORLD: Secunda	**DATE OF BIRTH:** 110,862 BCE

BORNSTELLAR_01000101

ISODIDACT_01000101

ISODIDACT

The young and impetuous Bornstellar would grow to become the IsoDidact after receiving the imprint of the original, leading the Forerunners in their ill-fated war against the Flood. As the son of Wise-Hands-to-Forge and Maker-of-Cherished-Mountains, Bornstellar was sent to Edom for discipline. There he was drawn into the plans of the Librarian when he followed an ancilla to Erde-Tyrene and awakened the Didact from his Cryptum alongside two humans, Chakas and Riser. Believing his life was in peril, the Didact granted Bornstellar his imprint, which would be profoundly awakened during both Mednicant Bias's attack on the Capital and his first meeting with the Librarian on the Ark. There he would effectively become the IsoDidact, a surviving representative of the original. With his newfound power and resolve, he pursued Gyre 11, a rogue Halo weapon, subduing both Mendicant Bias and the Primordial who controlled it, where he, along with Chakas, at last uncovered the shocking connection between the ancient Precursor and the Flood.

As the IsoDidact found favor among those in the new Council, however, the Flood continued to overwhelm the ecumene, pressing the Forerunners ever closer to the activation of Halo. Even with the return of the Ur-Didact, now twisted and vengeful, the IsoDidact continued his own campaign against the parasite until the Forerunners were forced back to the senescent Ark, where they would be defeated by the encroaching Flood. During this battle, the IsoDidact was narrowly saved by Chakas and brought to Installation 00, the surviving Ark, where he would at last activate Halo, eradicating the parasite from the galaxy. In the solemn decades that followed, Bornstellar participated in the reseeding of innumerable worlds and restoration of the Domain for the generations to come. He would end his days in exile with his wife, Chant-to-Green, and their son, on a world far removed from all that he had known. His legendary tale—the Bornstellar Relation—would become a pivotal breadcrumb that unfolded the Forerunner legacy for humanity.

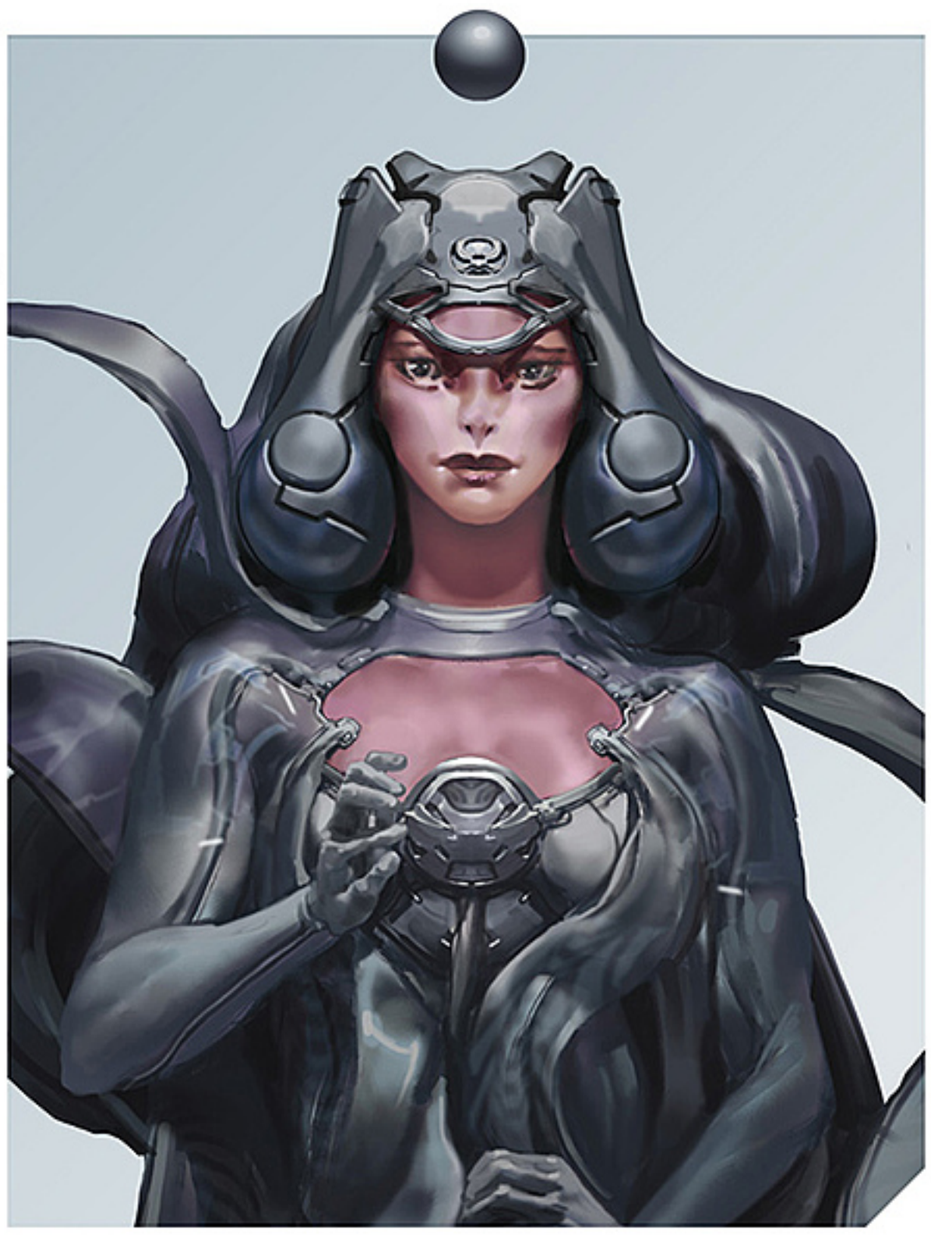
BORNSTELLAR-MAKES-ETERNAL-LASTING	
HEIGHT: 10ft 10in (330.2cm)	**WEIGHT:** 746.5lbs (338.6kg)
BIRTH WORLD: Molaetra	**DATE OF BIRTH:** 97,464 BCE

FORERUNNER INDIVIDUALS //

FATEFUL MISSION

ALTHOUGH NOT AS PRODIGIOUS AS THE FORERUNNER LEADERS DURING THE FINAL DAYS OF THEIR PEOPLE, SEVERAL KEY INDIVIDUALS PLAYED A CRUCIAL ROLE IN REESTABLISHING THE DOMAIN AFTER IT HAD BEEN TRAUMATIZED AND NEARLY ERASED BY HALO'S POWERFULLY DESTRUCTIVE ENERGIES. SUCH A TASK, HOWEVER, DID NOT COME WITHOUT GREAT COST.

CHANT_01000101



THE LAST LIFESHAPER

CHANT-TO-GREEN	
HEIGHT: 8ft 10in (269.2cm)	**WEIGHT:** 422.3lbs (191.6kg)
BIRTH WORLD: Gurrama	**DATE OF BIRTH:** 108,992 BCE

Fervently committed to serving the Librarian to the end, Chant-to-Green was a Lifeworker of practiced diligence and careful deliberation. One of only two other Lifeworkers to serve the Librarian on her pivotal trip to Path Kethona, Chant worked during the final stages of the Conservation Measure collecting the very last specimens from Earth after the Forerunners' defeat at the senescent Ark. It was here that the Librarian granted Chant the title of Lifeshaper, leader of Lifeworkers, a solemn agreement to continue her predecessor's work in her stead. After returning to Installation 00, Chant accompanied her future husband, the IsoDidact, to Earth to ensure that humanity was reintroduced to their native world. Over a hundred years later, she would travel to Maethrillian with the IsoDidact and a small expeditionary team in order to restore the Domain for future generations. After this critical mission, she and the IsoDidact were married and left the galaxy, stranding themselves on a remote, fertile world, where Chant would give birth to a son and live out the remainder of her days. The legacy of her work reverberates into the modern era, touching the lives of nearly all who survived Halo–most notably humanity.

DUST_01000101

FIRST COUNCILOR

SPLENDID-DUST-OF-ANCIENT-SUNS	
HEIGHT: 11ft 2in (340.4cm)	**WEIGHT:** 779.4lbs (353.5kg)
BIRTH WORLD: Rherray	**DATE OF BIRTH:** 111,209 BCE

As an ambitious Forerunner politician, Splendid-Dust-of-Ancient-Suns ascended to the position of First Councilor, playing a significant role in the final days of the Flood War. Seeking justice against the Master Builder's indiscretion, he led the trial as First Observer of the Court. But when the ceremony was suddenly interrupted by Mendicant Bias's attack on Maethrillian, Glory-of-a-Far-Dawn rescued both Splendid Dust and Bornstellar, who had been a key witness against the Master Builder. The three scarcely escaped to the senescent Ark, where they were rehabilitated by the installation's Lifeworkers. After Halo's activation, Dust begrudgingly agreed to join Bornstellar in returning to the Capital in order to reinstate the Domain. He possessed both intimate knowledge of the Mysterium, an artifact vault hidden below the Council chambers, and the deadbolt key vital to this mission. When they arrived, they encountered Abaddon, a dreadful entity seeking to judge any Forerunners that remained. Dumbstruck and stricken with guilt at the sight of this being, Splendid Dust nearly perished, but was saved when another Forerunner sacrificed herself. In the aftermath, he remorsefully asked to be composed and installed as the monitor of Installation 00, where he would oversee the surviving Ark into the long ages that lied ahead, a payment for his contribution to the Forerunners' misdeeds.

STONE_01000101

RELUCTANT BUILDER

KEEPER-OF-STONE-SONGS	
HEIGHT: 12ft 3in (373.4cm)	**WEIGHT:** 808.5lbs (366.9kg)
BIRTH WORLD: Rhotero	**DATE OF BIRTH:** 98,401 BCE

Keeper-of-Stone-Songs was a prominent Builder responsible for the high order fabrication process of the neoteric array, as well as designing nearly a hundred Forerunner creations, including Genesis and Bastion. Brash, arrogant, and oftentimes dismissive, Stone Songs was incredulous about the value of restoring the Domain. Access to the enigmatic repository–though imperiled by the activation of Halo–remained hidden within Maethrillian, the devastated Forerunner Capital. Such a task, even if it aided those who would follow the Forerunners, seemed a fool's errand to the Builder. Eventually, he relented and accompanied the IsoDidact and others as they plumbed the depths of Maethrillian, accessing the secret reliquary below the Council amphitheater known as the Mysterium. There they would encounter Abaddon, a deadly Precursor entity stalking the Capital who would ultimately take Stone's life.

GLORY_01000101

FEARLESS WARRIOR

GLORY-OF-A-FAR-DAWN	
HEIGHT: 9ft 11in (302.3cm)	**WEIGHT:** 466.5lbs (211.6kg)
BIRTH WORLD: Maethrillian	**DATE OF BIRTH:** 98,119 BCE

Although young at the time of her installment, Glory-of-a-Far-Dawn was a formidable Warrior-Servant who served the Council's determinations with zealous loyalty and ruthless precision. She originally came to meet Bornstellar when his actions incited the Council's direct intervention. During Mendicant Bias's assault of the Capital, she was ordered to rescue two councilors, but managed to save only one, Splendid Dust and, unwittingly, Bornstellar. After escaping with them to the Ark, she returned to the war against the Flood, eventually surviving on Installation 00 during Halo's activation. Glory would also participate in the perilous yet vital mission to restore the Domain and retrieve slipstream crystals essential for their exodus from Path Tolgreth. It was here, however, that she would die protecting Splendid Dust. In the halls of Maethrillian, she was vaporized by Abaddon, helping her friends complete the mission.

TRIAL_01000101

UNFEIGNED SACRIFICE

GROWTH-THROUGH-TRIAL-OF-CHANGE	
HEIGHT: 9ft 1in (274.3cm)	**WEIGHT:** 433.7lbs (196.7kg)
BIRTH WORLD: Rostrach a	**DATE OF BIRTH:** 101,295 BCE

Challenged as a first-form with the rigidity of Forerunner rates, Growth-Through-Trial-of-Change was rejected by her Builder family when she sought to become a Lifeworker, a decisive moment where she developed strength that would serve her well in the years ahead. She carefully attended to the tasks of the Lifeshaper, Chant-to-Green, helping bring the Conservation Measure through its final stages to reintroduction. Years after Halo's activation, she joined Chant on a mission to Maethrillian in order to restore the Domain. As they infiltrated the Capital, Trial came to realize what Chant already had: that to reignite the Domain, which would serve future civilizations, a Lifeworker would need to be sacrificed–their use of the deadbolt key would provide the Domain with what it needed to heal. Preventing Chant from giving her own life, Trial stole the key and inserted it into the deadbolt, a selfless act that changed history.

343_GUILTY_SPARK_01000101

343 GUILTY SPARK

MONITOR OF INSTALLATION 04

During the Flood War, the ancient human Chakas played an unexpectedly pivotal role in pushing back against the parasite's advance. As part of the Forerunners' final plan, Chakas's essence was placed within a monitor carapace. With his memories strategically compartmentalized, he became 343 Guilty Spark, the monitor of Alpha Halo. In the waning years of his service, Spark's original ring was destroyed by the humans. The monitor eventually took control of a replacement installation being constructed at the Ark, only to have this one destroyed as well, during its premature activation intended to scour a local Flood infestation. Spark was nearly killed during this conflict, but his core processor remained intact, allowing him to later be recovered by the UNSC. Upon escaping captivity, he merged with an armiger shell and found refuge with the crew of the *Ace of Spades*, pursuing the goal of redemption.

2401_PENITENT_TANGENT_01000101

2401 PENITENT TANGENT

MONITOR OF INSTALLATION 05

For millennia, Penitent Tangent operated as the caretaker of Delta Halo with both efficiency and exactitude, until a mysterious breach in the ring's security led to a catastrophic containment failure. This event allowed the Flood to escape and begin to infest key areas of the installation several centuries before its discovery by humanity and the Covenant. With the parasite released, a Gravemind was quickly formed, and it took Penitent Tangent into captivity, preparing a trap for any unsuspecting visitors who might stumble upon the site. When humanity's conflict with the Covenant spilled over onto the surface of Delta Halo, the Gravemind found its way off the installation, which allowed the Flood to once more threaten the galaxy at large. Penitent Tangent's present status remains unknown.

117649_DESPONDENT_PYRE_01000101

117649 DESPONDENT PYRE

MONITOR OF INSTALLATION 07

Caretaker of Zeta Halo, Despondent Pyre ceased contact with the monitors of other installations during the many ages of her service. This isolation was self-imposed, as she was burdened with shame over a great injustice she had participated in. When the Banished arrived on her ring, Pyre was driven out from hiding and confronted not only with the consequences of her actions, but with a violent conflict taking place on her installation. During this battle, a member of a species that Pyre once helped imprison was suddenly freed, and it exacted swift revenge. The Harbinger dismantled Despondent Pyre, stealing the monitor's core in order to gain access to the ring's systems and free the rest of her kind.

031_EXUBERANT_WITNESS_01000101

031 EXUBERANT WITNESS

MONITOR OF SHIELD WORLD 0111

Optimistic and loquacious, Exuberant Witness was installed on Genesis to help maintain its many systems and safeguard the shield world's gateway to the Domain. When the activation of Halo severed links to the Domain, Exuberant halted Genesis's normal production of seed worlds and placed the installation into a state of relative dormancy. A hundred thousand years later, the monitor was forced into action to wrest control of the gateway from the human-created AI called Cortana, who was attempting to reclaim the Mantle of Responsibility by gathering Guardian constructs from across the galaxy as a means to enforce her plans. With the help of Spartans, Exuberant Witness managed to drive Cortana off Genesis, but was unable to stop her from deploying the Guardians to targeted worlds.

FORERUNNER INDIVIDUALS //

MONITORS

ARTIFICIAL MINDS HOUSED IN A MULTIPURPOSE ALLOY CARAPACE, MONITORS SERVE AS HIGH-LEVEL ADMINISTRATORS, ASSISTANTS, GUARDS, AND CARETAKERS OF THE FORERUNNERS' GREATEST WORKS. THEY WERE CREATED TO MAINTAIN THE LARGE FACILITIES AND OVERSEE THE COMPLEX PROCESSES THAT GOVERN THEIR INSTALLATIONS.

COMMISSIONED_01000101

000 TRAGIC SOLITUDE

MONITOR OF INSTALLATION 00

Born from the essence of a Forerunner First Councilor named Splendid-Dust-of-Ancient-Suns, Tragic Solitude voluntarily took up the charge as monitor of Installation 00–the Ark. Originally intent on helping prepare for humanity's future ascension and reclamation of the Mantle, time and conflict eventually led to Tragic Solitude falling into rampant acrimony. Through a variety of circumstances, he came to the dark conclusion that he must activate Halo, wiping the galaxy's slate clean once more to start anew, erasing the violent legacy that had defined the galaxy for past millennia. This plan would ultimately be thwarted by a joint-species effort between humans and Sangheili, who successfully destroyed the monitor and prevented the rings from firing.

295 ENDURING BIAS

MONITOR OF SHIELD 0673

Enduring Bias aided a group of Sangheili on the run from the nascent Covenant empire by allowing them to take shelter and live on Shield World 0673–which they called the Refuge. In order to stymie a Covenant incursion of the installation, Bias helped activate a disassembly process which gave the appearance of self-destruction. When the Covenant vacated the system, the Sangheili refugees were able to live in peace for centuries. Although originally damaged in the disassembly process, Enduring Bias was repaired and reactivated generations later, aiding in reforming the scattered remnants of the Refuge into a single ring-shaped habitat for the Sangheili who resided there to live a more unified existence.

049 ABJECT TESTAMENT

MONITOR OF INSTALLATION 03

Based on reports submitted by Installation 03 executor ancillas, Abject Testament ceased directing the installation's high-level functions, resulting in 86,198 citations of dereliction. These reports noted the poor state of quarantine controls and unanswered maintenance and research requests dating back at least twenty thousand years. His current status remains unknown, though some have linked his disappearance to the catastrophic impact event on Doavyn, the super planet that Gamma Halo once orbited.

686 EBULLIENT PRISM

MONITOR OF LINE INSTALLATION 1-4

Tasked with inspecting specimens captured by Line Installation 1-4 for potential resistance or immunity to Flood infection through intensive analysis processes (such as vivisection), Ebullient Prism was destroyed by Spartans who had unwittingly found themselves stranded at this location.

859 STATIC CARILLON

MONITOR OF THE COMPOSER'S FORGE

Created after the Forerunners' war with the humans, Static Carillon maintained a production site for Composers. Although Carillon initially aided the Didact after his return, the monitor turned on the Forerunner after he broke an agreement to not create more Knights from human essences. Working alongside Spartans, he helped defeat the Didact and took control of Gamma Halo to manage its critical repair.

FORERUNNER INDIVIDUALS //

ANCILLAS

THE GREATEST MINDS OF THE FORERUNNER CIVILIZATION DID NOT BELONG TO LIVING BEINGS, BUT TO POWERFUL ARTIFICIAL CONSTRUCTS—MANY OF THEM CREATED TO FIGHT AGAINST THE FLOOD OR TO GUARD THE FORERUNNERS' GREATEST TREASURES. THEIR IMPACT ECHOES INTO THE PRESENT WITH PROFOUND FORCE—BOTH AS MONUMENTS OF COLOSSAL TRAGEDY AND BEACONS OF CERTAIN HOPE.

05-032_MENDICANT_BIAS_01000101

05-032 MENDICANT BIAS

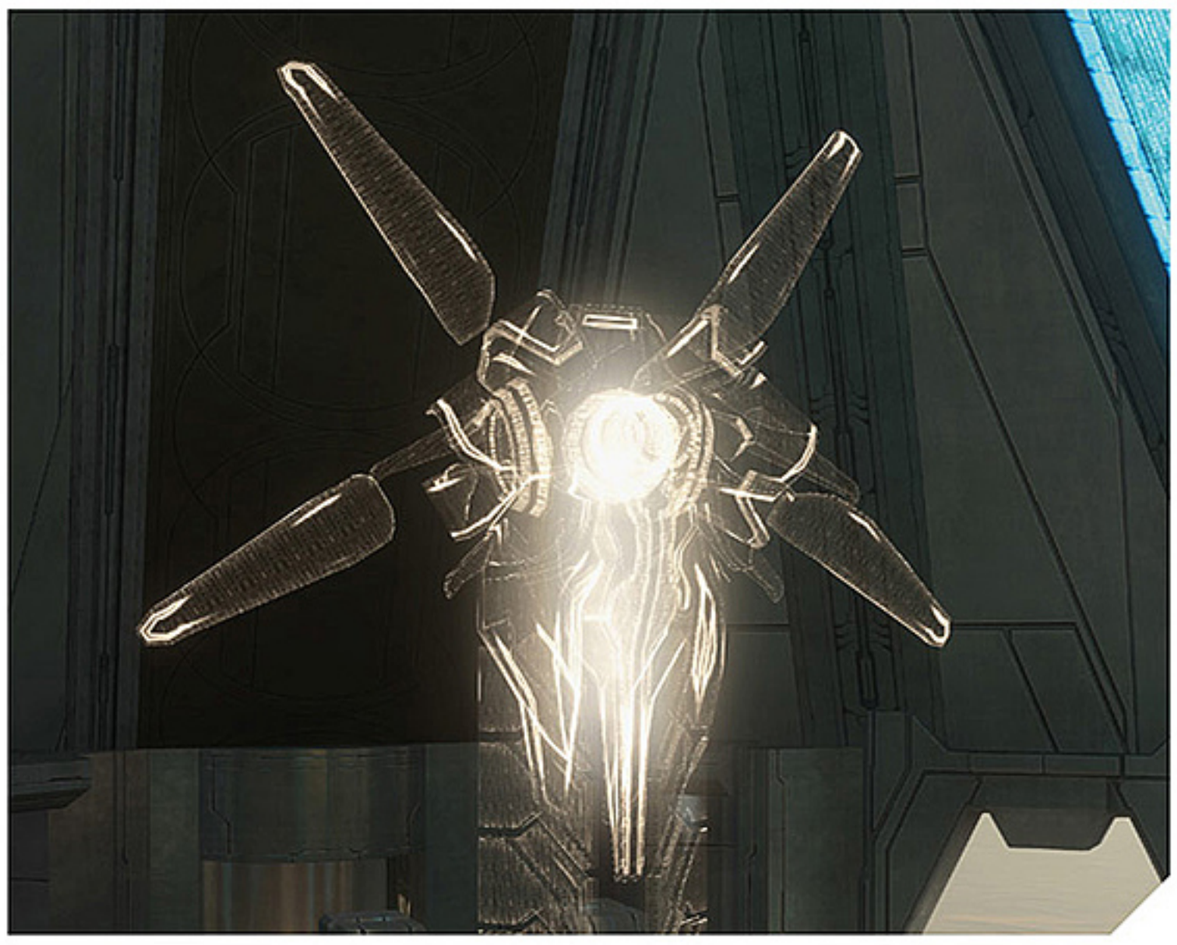
Mendicant Bias was a contender-class Forerunner ancilla and the most advanced metarch artificial intelligence at the time of its creation. Initially charged with organizing the Forerunner defense against the Flood, Mendicant Bias oversaw the construction and implementation of Halo under the hand of the Master Builder. After its first weapons test on Charum Hakkor, the ancilla was given the new task of interrogating the Primordial—a mysterious creature discovered to have survived on the surface of the world and believed to have ties to the Flood. However, during lengthy dialogue between Mendicant and the Primordial, the ancilla became convinced that its makers were actually wrong and that the Flood was a just and appropriate judgment for Forerunners' pride. After boldly assaulting the Capital with Halo, striking at the very heart of Forerunner civilization, Mendicant narrowly fled, only to be tracked down and captured by the IsoDidact. In the wake of the Primordial's own death, the ancilla escaped confinement and took refuge with the parasite, working with the Gravemind by leading the Flood against its former masters.

Ultimately, Mendicant Bias was defeated during a fated, sprawling naval battle against the Forerunners' last remaining fleets that were led by its rival, Offensive Bias. Captured and detained, Mendicant was sentenced for its crimes and locked away on the Ark installation for study and punitive confinement. However, one shard of Mendicant Bias's personality construct broke free in an act of remorseful atonement. The shard stole a Forerunner keyship in an attempt to aid the Mantle's rightful heirs: humanity. Unable to fully control the vessel in its enervated state, the keyship crashed on Janjur Qom, eventually becoming a catalyst for the formation of an alien alliance known as the Covenant many millennia later. Mendicant Bias would ultimately reach his destination at the close of the Covenant's war with humanity.

After being carried to the Ark in the throes of the war's final battle, the isolated shard was finally reunited with its surviving remnants hiding in the installation's systems. Restored at last, Mendicant Bias expended its strength in overpowering the Ark's newly awakened security protocols to ensure the destruction of the resurrected Gravemind, betraying its former master to finally make peace with the ones who had created it.

FATEFUL_ORACLE_01000101

08-145_OFFENSIVE BIAS_01000101



SOLEMN_EPITAPH_01000101

08-145 OFFENSIVE BIAS

Following Mendicant Bias's betrayal during their war with the Flood, the Forerunners activated a metarch-level ancilla called Offensive Bias, charging it with the seemingly impossible task of slowing down Mendicant's hostile advance. Offensive Bias lacked Mendicant's creative range but was more methodically lethal and precise. In a climactic naval battle, Offensive Bias both outsmarted and defeated its treasonous opponent with deft tactical brilliance—cunningly relying on the knowledge that the Halo effect would soon eliminate the bulk of Mendicant's Flood-controlled fleet. Following the battle, Offensive Bias broke the defeated ancilla into its component minds and secured them for judgment by the IsoDidact. Offensive Bias would guard Mendicant's burial site on the Ark in the days to come, but it would not be the last time he would be called to intercede and stand watch over a grave threat to the galaxy.

ABADDON_01000101

CONFRONTATION_01000101

ABADDON

Little is known regarding the origins of the intelligence called Abaddon. Appearing in a form conventionally assumed to be akin to a Precursor ancilla, Abaddon manifested as the protector of the Domain, charged with overseeing the arcane knowledge network to unclear ends. Massive, radiant, and nigh incomprehensible, the indigo-luminescent being was left in a compromised state following the firing of the Halo Array, which severely damaged the Domain and its interface framework, prompting Abaddon to seek both recompense for the damage done and a viable neuro-genetic template from which to revive and restore the repository. Abaddon was confronted by a group of Forerunners seeking to aid in the Domain's resurrection, as well as their own solemn journey out of Path Tolgreth and into the great beyond. After a brief conflict, a Forerunner Lifeworker named Growth-Through-Trial-of-Change sacrificed herself to successfully begin the Domain's healing process.

INTREPID EYE

As an archeon-class ancilla, Intrepid Eye was tasked with operational elements of the Jat-Krula defensive perimeter, designed to protect the core worlds of the ecumene. Stationed on Support Base 4276 on the planet Edod, Intrepid Eye's primary charge was safeguarding operational proficiency of Line Installation 444-447, as well as ensuring the secrecy of her support base's location in an effort to mitigate potential subversion at the hands of the Flood. After spending many millennia in dormancy, Intrepid Eye was suddenly awakened by distress protocols instigated by hostile activity on Edod—now a human colony called Gao. Following a series of minor conflicts between Intrepid Eye and local human forces, Support Base 4276 was destroyed. Intrepid Eye was captured and taken to the ONI facility Argent Moon, where she now realized her ultimate purpose was to aid in humanity's ascendancy, even if it came at great cost to their species. Eventually, Intrepid Eye escaped her containment there by stowing away on a prowler and ultimately found her way into the possession of the fanatical Keepers of the One Freedom, who brought her to the Ark. Here she secretly sought to activate Halo, wiping the slate clean and starting over, which would allow her to properly guide the human species. During the conflict that followed, however, she would find herself locked inside one of the Ark's supraluminal communication arrays before it was summarily obliterated by the UNSC *Spirit of Fire*, bringing about her sudden and violent end.

WARDEN ETERNAL

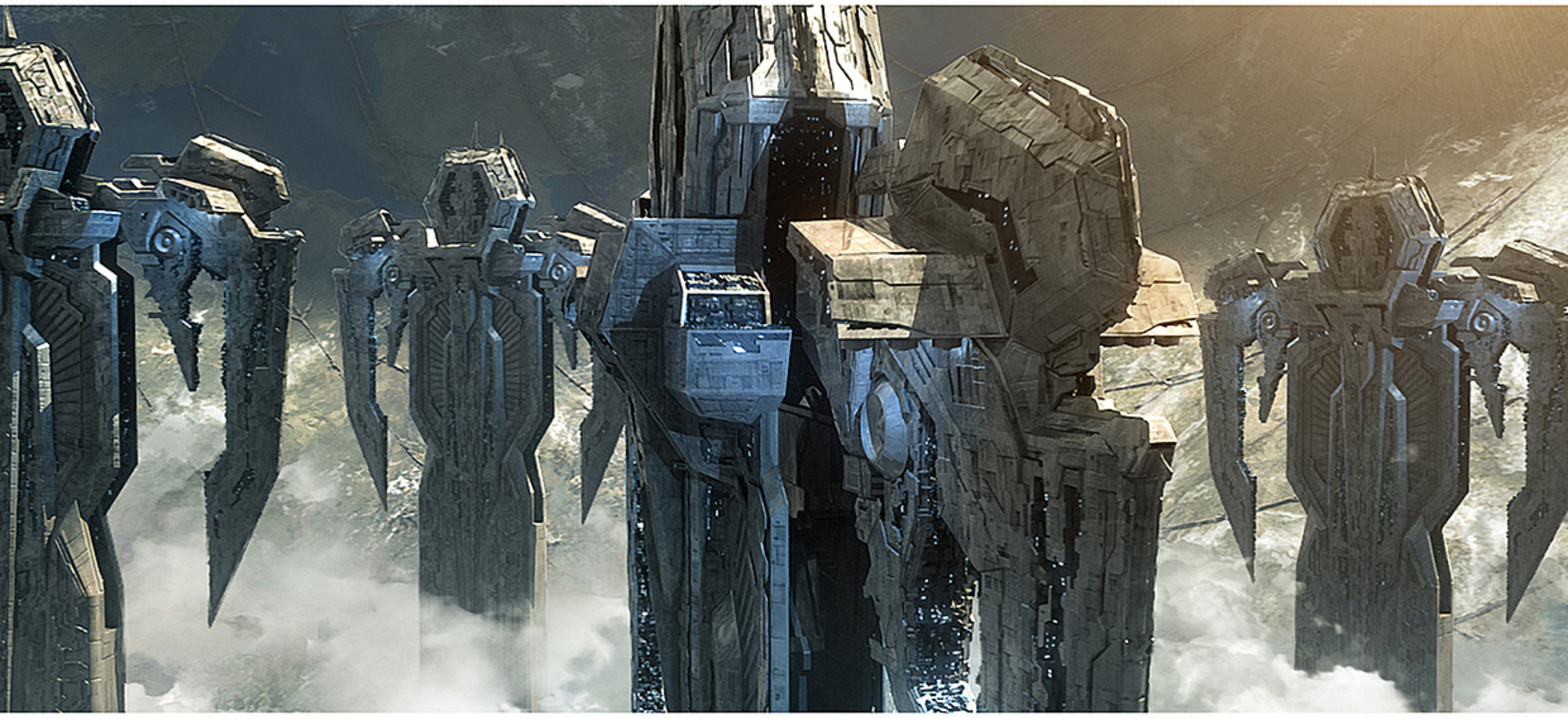
The Warden Eternal is a mysterious intelligence that served as the protector of the Domain following the activation of Halo and the repository's subsequent restoration. The Warden Eternal's defensive presence takes the primary form of a Forerunner combat skin, including the ability to manifest multiple avatars simultaneously. The source of the Warden Eternal's origins—or even his true motives—are unknown and seemingly uncataloged, but for a hundred millennia he watched over the Domain as it repaired and renewed itself, guarding its gateways and halls.
When the Warden Eternal encountered an artificial mind called Cortana, she engaged him in a lengthy discourse, probing for an opportunity to circumvent his vigilant watch. Eventually, one was found and she seized it, resulting in Cortana taking command of the ancient network, placing the Warden Eternal in her charge. United in purpose, Cortana summoned forth the Guardian custodes—long-dormant Forerunner constructs she would use to control and pacify lesser civilizations and worlds—in an effort to enact a forced peace across the galaxy.

WARDEN_ETERNAL_01000101

FORERUNNER SPACESHIPS //

NAVAL POWER

THE FORERUNNERS' EXCEPTIONAL GENIUS IN SPACE TRAVEL AND MASTERY OF THE MATERIAL WORLD TRANSLATED TO A NAVAL PRESENCE AND POWER WITHOUT EQUAL DURING THE TIME OF THEIR CIVILIZATION. THE SPEED, MANEUVERABILITY, AND FIREPOWER OF THEIR SHIPS HAS YET TO BE EXCEEDED BY EVEN THOSE BUILDING DIRECTLY UPON SURVIVING FORERUNNER DESIGNS.



ETRAN_HARBORAGE_01000101

Forerunner ships are extraordinary feats in large-scale naval engineering, with much of their internal structure consisting of hard light bonds and flexible spars of programmable matter. Forerunner craft can reconfigure themselves for different missions and environments, but, as the Flood War ground down to its inevitable conclusion, they became less dynamic, focusing on proven offensive and defensive arrangements.

CONTROLS

All Forerunner ships had ancilla dedicated to controlling the vessel, though they could be given directives by living crew of sufficient authority. Most manual control was via neural interface links, with holographic and hard light displays created on demand. As a security measure, the controls of Forerunner ships were consolidated during the Flood War, taking the form of dedicated high-bandwidth information vector consoles that required physical contact and biological integrity checks to activate.

LIFE SUPPORT

As every Forerunner had a life-maintenance array as part of their second skin, the environmental controls on their ships were rarely exercised to their full capabilities. In standard practice, small areas were set aside as needed for recreation or to carry non-Forerunners in comfort, while the bulk of the ship was left in vacuum.

SENSORS

Forerunner crews and their ancilla assistants utilized intricate combinations of sensors grouped as ultrascanners–detector arrays that could peer into slipspace and look for approaching ships, instantly map local star systems, seek out enemy vessels, and even remotely detect subtle changes in planetary or ship atmospheres which might indicate the presence of Flood contamination.

DEFENSES

Secondary energy shields on all Forerunner vessels provided ample protection against radiation, exotic particle fields, and lesser kinetic threats. In times of peace these were more than sufficient to deter all but the most aggressive species from attacking. Forerunner warships used complicated primary shield generators, creating nested layers of energy that absorbed and dissipated incoming attacks. As the Flood corrupted more fleets and adapted to containment tactics, new techniques and technologies were quickly put into use to protect against the Forerunners' own weapons, including the use of degenerate matter coatings, dimensionally rotated subassemblies, and using spatial anomalies as energy sinks. Such innovations, however, ultimately proved self-defeating, as every effort only augmented the parasite's own defenses, foiling any attempt to stop them.

NAVAL_CANNON_01000101

PARTICLE_CANNON_01000101

WEAPONS

Even a basic Forerunner self-defense weapon is extraordinarily puissant compared to the far more primitive contemporary ships. Weapons fitted to warships are devastating in the modern age, melting through lesser defenses with incredible ease.

LIGHT MASS FUSILLADES

Fitted to warships since time immemorial, these weapons utilize a destructive form of metastable hard light to deal both kinetic and thermal damage to a target. In the hands of a skilled gunner, they could crush, cut, and scorch with a delicacy that was both beautiful and deadly.

TORSION DRIVER

These weaponized tractor-repulsor beam emitters that can reach out to twist, pull, and push objects—or sections of objects—with extraordinary power. Grapplers could be used in a similar role, but those lacked the range and shearing power to be useful against enemy warships.

CONVERGING BEAM CANNON

Converging beam cannons were weapons capable of firing lances of exotic energy, which can be curved toward their targets using delicate strands of invisible force and tracing pathways. The more powerful the beam, the less smooth their motion, as even Forerunner science was inadequate to fully contain their destructive energies.

STASIS TENSION DRIVER

Utilizing quantum singularity generators paired with repurposed torsion drivers can generate localized space-time distortions that impede the formation of slipspace ruptures and jam supraluminal communications and sensors. The technology was later adapted for the interdiction systems used by Line installations.

ATTENUATION PULSE EMITTERS

These multi-vector electronic warfare emitters use both directed energy pulses and cyberwarfare payloads to neutralize and disrupt enemy systems, forcing their strategies into predictable scenarios.

PARTICLE CANNON

Large-scale defensive weapons fixed around sites of critical value, particle cannons are capable of launching a powerful beam of negatively charged ions, which can easily burn through most physical constructs in a single salvo. Although configured on heavier warships, they most often functioned as artillery emplacements, fixed on the surface of a world.

HEAVY ION LAUNCHERS

These superweapons were employed on siege platforms and the largest Fortress-class warships. Though considered crude and indelicate, their bolts of exotic matter were almost impossible to counter or stop. A single strike was enough to annihilate even the largest and most well-protected Flood hive, and multiple strikes in quick succession were enough to render a world uninhabitable.

TRIDENT_01000101

FORERUNNER SPACESHIPS //

FORERUNNER STARSHIPS

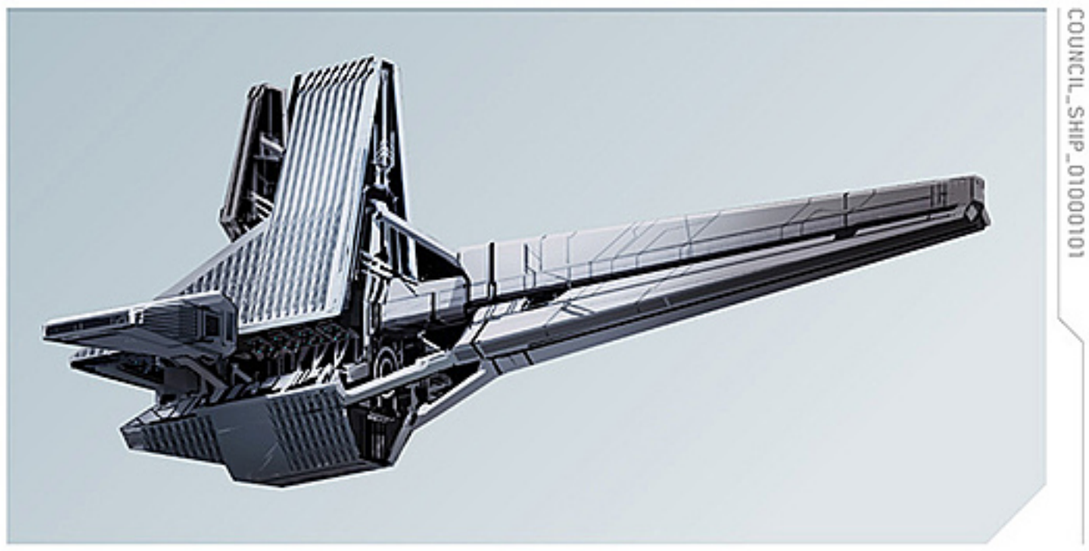
FROM PROVIDING TRANSPORT OF HIGH-RANKING GOVERNMENT OFFICIALS TO THE COMPARATIVELY CRUDE MACHINE-PRODDING OF MINERAL-RICH WORLDS TO THE DETAILED BIOLOGICAL SURVEYS CONDUCTED IN ORBIT, MANY SHIPS EXISTING WITHIN THE FORERUNNERS' PANOPLY OF DESIGN FUNCTIONED IN INNOCUOUS AND PEDESTRIAN ROLES, CONDUCTING RELATIVELY ORDINARY TASKS FAR REMOVED FROM THE THROES OF BATTLE.

SHIPS OF THE ECUMENE

Ships that lacked a slipspace drive or capital-scale weaponry were mostly beneath the notice of the Ecumene Council and its monitoring regimes. Even if a ship design rose to the notice of central authorities, there was little in the way of standards and practices. Ships that were outwardly identical to each other could vary widely with respect to internal fittings and the peculiarities of their construction. As ships went out of style or their systems became too antiquated, they were either reformed or recycled, with critical components–such as slipspace crystals–harvested and reused.

COUNCIL SHIPS

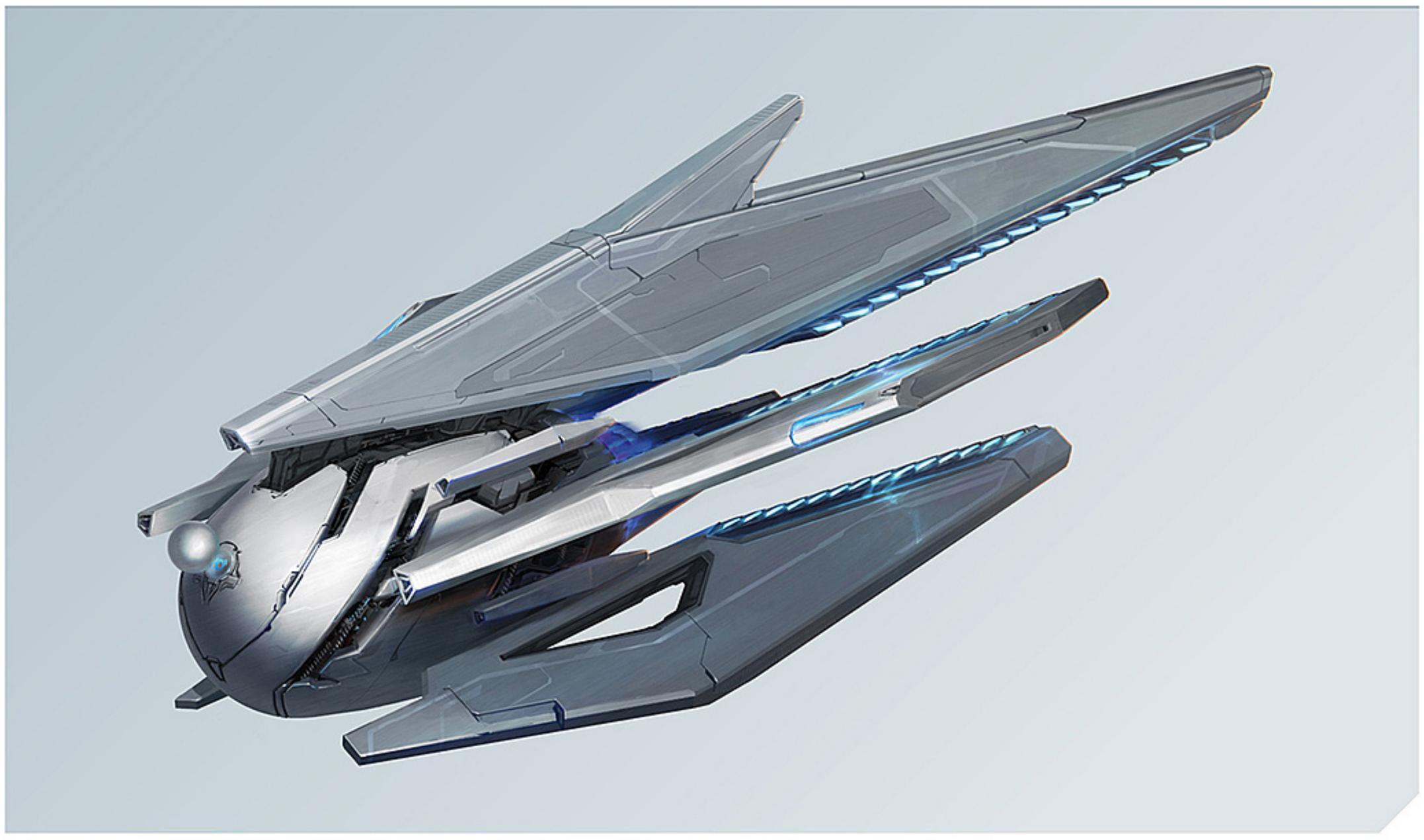
The Council occasionally commissioned vessels directly, drawing upon the expertise of every rate and its own vast network of ancilla at Maethrillian for the task. These ships were always masterpieces, and the greatest shipwrights competed for inclusion to bolster their reputation and access otherwise restricted knowledge. Their exterior designs were spectacularly bold, yet also practical in function, with forms that cut through wind and dimensional branes with equal ease. Their interiors appealed to all Forerunner rates, with a casual grace that somehow remained free of luxury and excess.



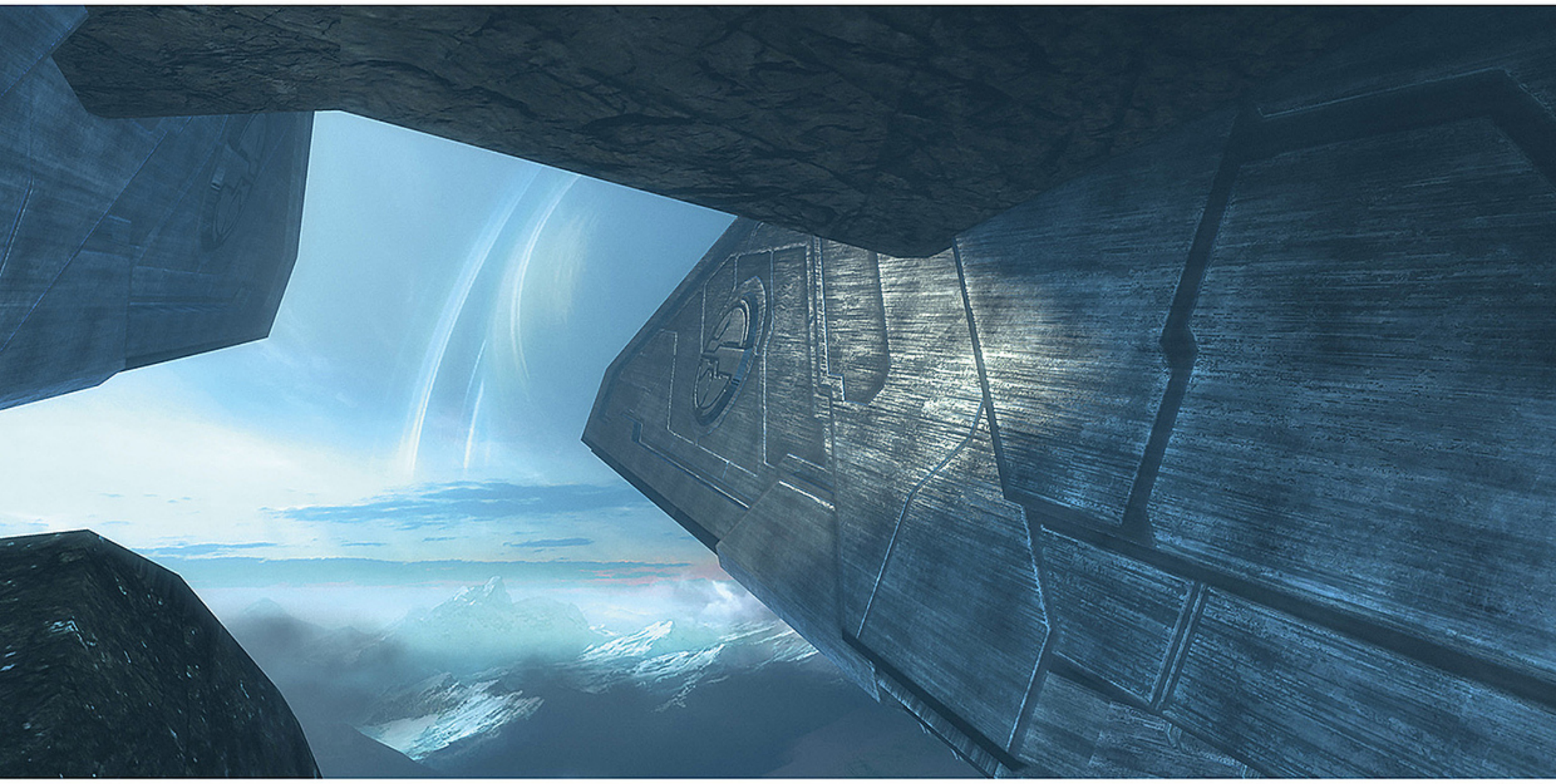
COUNCIL_SHIP_01000101

AUDACITY

Commissioned for the Librarian and her team to explore Path Kethona, the *Audacity* was a daring initiative that featured the most elaborate slipspace drive ever built: a core so powerful that its use disrupted travel across the entire galaxy for years due to the accretion of reconciliation debt. The crew itself suffered from immense causal shearing, forcing them into stasis and reintegration for extended periods during the trip. It was on this journey that the Librarian first discovered the disturbing truth about the Flood: its ancient relationship to the Precursors and its dark origin stretching back into the distant past, caused by the Forerunners' long-forgotten genocidal campaign against their own makers.



AUDACITY_01000101



LATCHKEY_01000101

The ship had a crew of seven and was fitted with the bare minimum of defensive systems. After returning from Path Kethona it served as the Librarian's personal transport throughout the Flood War, and survived to accompany the remaining Forerunners on their exodus from the galaxy. The exact location of its current resting place is unknown, but its legacy was continued by its sister ship, *Eden*, hidden on Bastion for the Librarian's own purposes: essentially completing the very same redemptive work that *Audacity* had begun so long ago.

BUILDER SHIPS

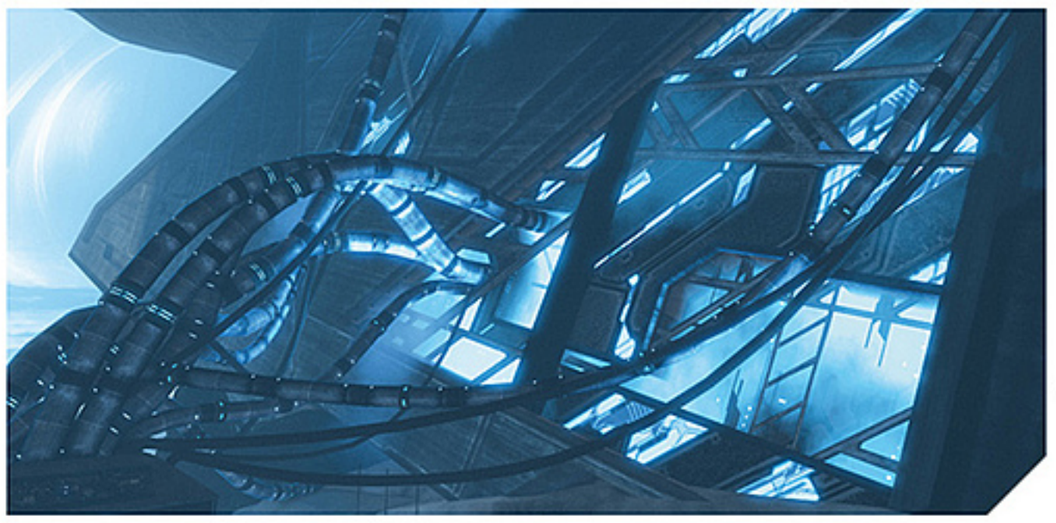
As the preeminent political faction in the latter ages, the Builders had access to resources, knowledge, and spheres of influence that were the envy of other rates. Their ships were as much instruments of intra-rate competition and intrigue as they were practical vessels. Many took a specialization or theme to an extreme, excelling at one or two tasks at the expense of any multi-mission capability. Builders did cooperate with other rates on ship designs, and the products of those collaborations were highly regarded.

MINER SHIPS

Considered crude to other rates, Miners saw beauty in their ships' simplicity and efficiency. Most were blocky and angular, incorporating complex geometries of grapplers, energy projectors, and scanners to seek out valuable resources and refine them into raw materials for further exploitation. Most were accompanied by strato-sentinels and forgeships for quickly scaling up extraction operations and preparing elements for bulk transport.

LIFEWORKER SHIPS

As the rate least concerned with the space between stars, the Lifeworkers preferred to adapt the ships of other rates. Their rare collaborations focused on the life maintenance and synthesis systems of larger orchestrations, while the few ships made by their own hands were extraordinarily stealthy craft intended for covert operations on the worlds of technologically sophisticated sentient species or deep intrusions into the Flood-infested Burn.



SIPHONING_SECRETS_01000101

The Forerunner ships that survived the devastating Flood War and the activation of Halo became the focus of profound curiosity and exploration by those who discovered them in the millennia that followed. For some, it aroused a sense of the divine, fostering deep and complex religions from what were seemingly inexplicable yet extraordinary machines. For others, it simply became the source of power and ambition, igniting countless arms races to wield the greatest of the Forerunners' creations, though most who attempted this were completely ignorant to the ships' exceptionally destructive capacities.

FORERUNNER SPACESHIPS //

FORERUNNER WARSHIPS

PROTECTING THE TENETS OF THE MANTLE OF RESPONSIBILITY DEMANDED VIGILANCE AND RESOLVE, MUCH OF WHICH WAS EXPRESSED IN THE FORERUNNERS' BOUNDLESS NAVAL CAPACITY. WHEN DEPLOYED AT FULL STRENGTH, FEW COULD WITHSTAND THEIR WARSHIPS' MIGHT OR DIMINISH THEIR EXTRAORDINARY RESILIENCE.

ORDERS OF BATTLE

The Forerunners grouped warships into orders of battle based on offensive and defensive power, and any ancillary capabilities they possessed. As technology and strategy evolved, these ratings were constantly in flux, with ships being designed, fielded, and rendered obsolete in ever-quickening cycles. Prime warships were rated as first-order, while auxiliaries and interdictors rated as mere sixth- or seventh-order hulls. Some "unordered" purpose-built ships were outside of this categorization system, as their specialized capabilities made them incredibly powerful in some situations, and disastrously vulnerable in others.

FORTRESS_01000101

CLASSIFICATION

The dynamic nature of ship design evolution by Forerunner shipwrights meant that classification followed relatively broad parameters based neither on the systems a ship possessed nor its specific function, but on its formative nature within the era it was constructed, as it accorded to the tenets of the Mantle. This could be articulated in reference to its power or size, such as Fortress-class or Gargantua-class vessels; or its speed, such as the Harrier and Falco classes; while others reflect the cultural milieu and trials which forged it, such as Despair-class or Dignity-class craft. The classification of ships such as the Preservation class and the Sojourner class reach well beyond a contemplative reflection on their nature, to the decisive goal of those who commissioned it, embodying a moral standard invoked by the Mantle.

ESCORT_01000101

TWELFTH-ORDER ESCORT

SPECIFICATIONS
ROLE: Defense, Utility
MANUFACTURER: Minoris Assembler Vats
LENGTH: 131.8ft (40.2m)
MASS: 195.2 tonnes

Fabricated in innumerable configurations, these automated vessels served as shuttles, sentinel carriers, maintenance craft, and close-range defense pickets. Those carried aboard Warrior-Servant vessels were unusually homogenous and lacked utility functions common in other ships of this order to instead have heavy energy projectors and resilient energy shielding.

MANTLE'S_APPROACH_01000101

MANTLE'S APPROACH

SPECIFICATIONS
ROLE: Domination
MANUFACTURER: Master Builder's Fabricae
HEIGHT: 230.8 mi (371.4 km)
MASS: 4.7 quadrillion tonnes

The first and last of its kind, *Mantle's Approach* was an unordered command ship built specifically for the Didact and his Promethean forces. It was neither the largest warship, nor was it the most heavily armed, but it was among the most lethal ever constructed. The *Mantle's Approach* played a pivotal role during the latter years of the Flood War, executing the Didact's fervid and vengeful designs by launching an army of machine-warriors that were effectively impervious to the parasite, and later composing humans to the same end. The ship would remain hidden on Requiem during the full extent of the Didact's captivity, only to be awakened when he was. Though it survived the war against the Flood, it was undone by a single human and his AI construct, rent asunder by a nuclear warhead placed at its very heart. What remained of the ship's core escaped to the world of Genesis, though its full measure may never be reconstituted without a commander to see it through.

PLANET-BREAKERS

As the Flood War grew in scale and intensity, the warships employed by the Forerunner armadas grew ever deadlier in a futile attempt to contain the parasite and its suborned fleets. When the strategy turned from interdiction to sterilization, vessels were fitted with weapons previously unthinkable in their destructive potential, and some would argue morally untenable by the strictures of the Mantle. With their destructive arts unbound, the Forerunners raised up space-faring machines capable of scouring atmospheres on infected worlds, cracking planetary mantles beneath fetid hives, and inducing stars to go nova to reduce entire systems forsaken to the parasite to mere dust.

WARRIORS FORGED

Every member of the Warrior-Servant rate or inductee into Builder Security was modified, adjusted, and trained in mind and body to perform their allotted roles with efficiency and grace. Each was the general of their own fractal armada of subsidiary ancilla and war constructs, alloyed together into a unified whole for large-scale operations that took place across entire sectors of the galaxy simultaneously.

PRINCEPS: Ship captain and prime coordinator.

NAVARCHS: Multi-role coordinators and operations specialists.

RCHMEDICUS: High-ranking Lifeworker, such as one that specialized in tactical biocomplexes and medical strategy.

ADJUTANT: General staff and specialists.

PRAETORIANS: Elite warriors. All Prometheans were of this righteous temper and lethal grace, as were the Myrmidons and other special intervention forces.

SCUTARII: Warriors assigned and equipped for defensive operations. In a naval context, they were designed to slow Flood boarding actions and sterilize compartments tainted by their presence in the cases of victory or retreat.

VENATORES: These warriors were experts in the art of stealth and decapitation strikes. They manned specialist strikecraft and war sphinxes for far-ranging strikes and near-field ambuscades.

FORERUNNER SPACESHIPS //

FORERUNNER WARSHIPS

THE EXTRAORDINARY THREAT OF THE FLOOD UNLEASHED THE FULL MEASURE OF THE FORERUNNERS' MILITARY STRENGTH, DEPLOYING LEGIONS OF THEIR STRONGEST WARSHIPS INTO CONTESTED SECTORS, ONLY TO HAVE THEIR OWN WEAPONS VIOLENTLY TURNED AGAINST THEM AS THEIR VESSELS WERE CAPTURED AND CORRUPTED BY THE PARASITE.

DRAGOONS

Fast and heavily armed Forerunner dragoons served in the vanguard of ecumene war fleets in several classes and roles, from prime dreadnoughts to third-order fast cruisers. Dragoons that were employed during the Flood War had their functional operation systems reduced in autonomy and ability as the logic plague corrupted every ancilla it touched, but the small number of living crew made up for the loss of technical efficiency with cold dedication and desperate innovation.

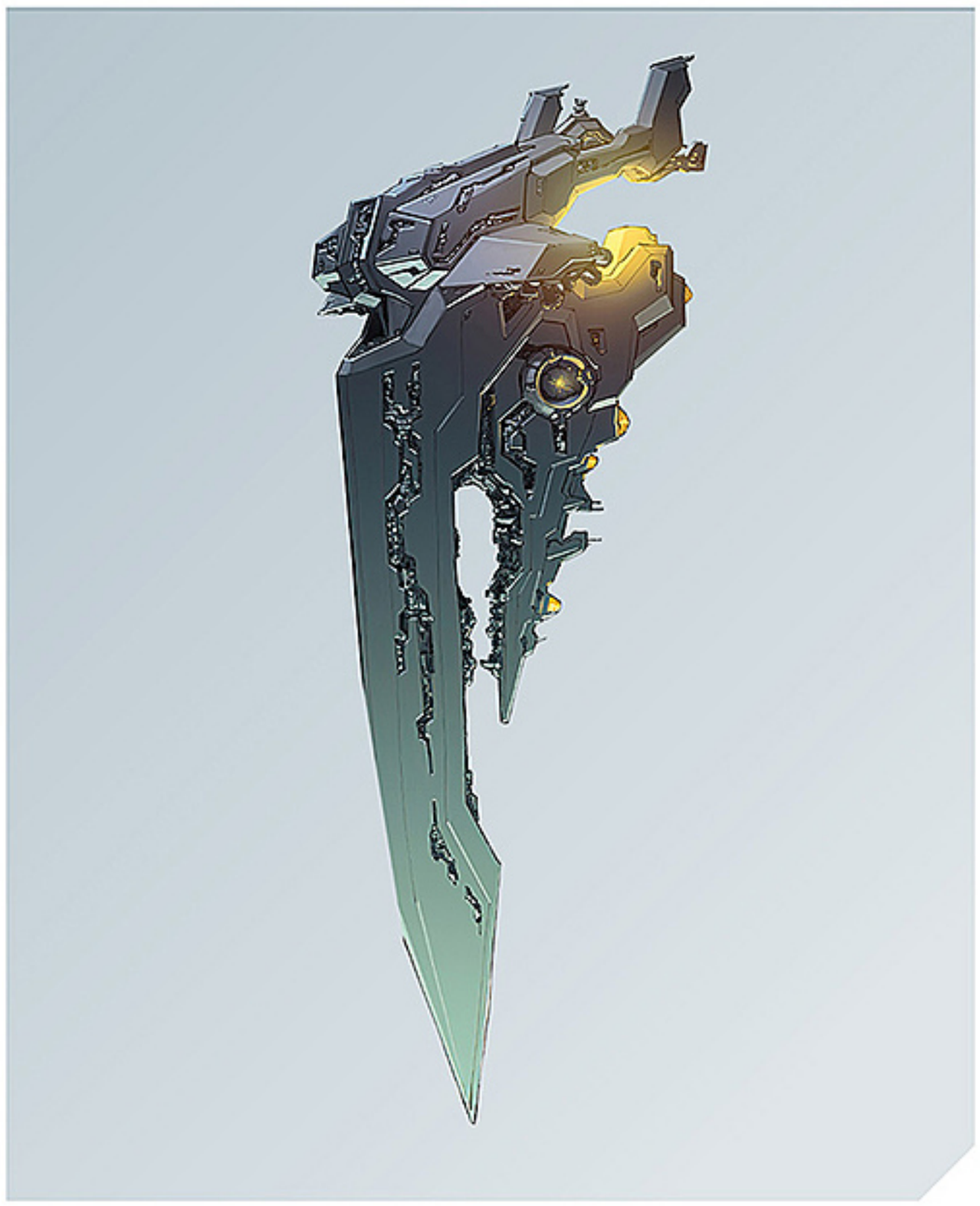
DREADNOUGHT_01000101

SPECIFICATIONS
ROLE: Attack, Preservation
MANUFACTURER: Summus Assembler Vats
LENGTH: 30,938ft (9,430m)
MASS: 10 billion tonnes

DREADNOUGHT (FLOOD WAR)

The Sojourner came at the very end of the Forerunner civilization's first-order warships, a lineage arising from the earliest eras of Forerunner interstellar expansion. Its arrival was considered fortuitous, immediately on the heels of the Flood's reemergence from the galaxy's periphery. This dragoon proved astonishingly effective against the parasite, participating in all major engagements and praised as the apex of Forerunner naval accomplishment. Sojourners were sent deep into Flood territory, deployed from implacable trident spires, and linked together in weapon configurations that could deliver world-ending firepower.

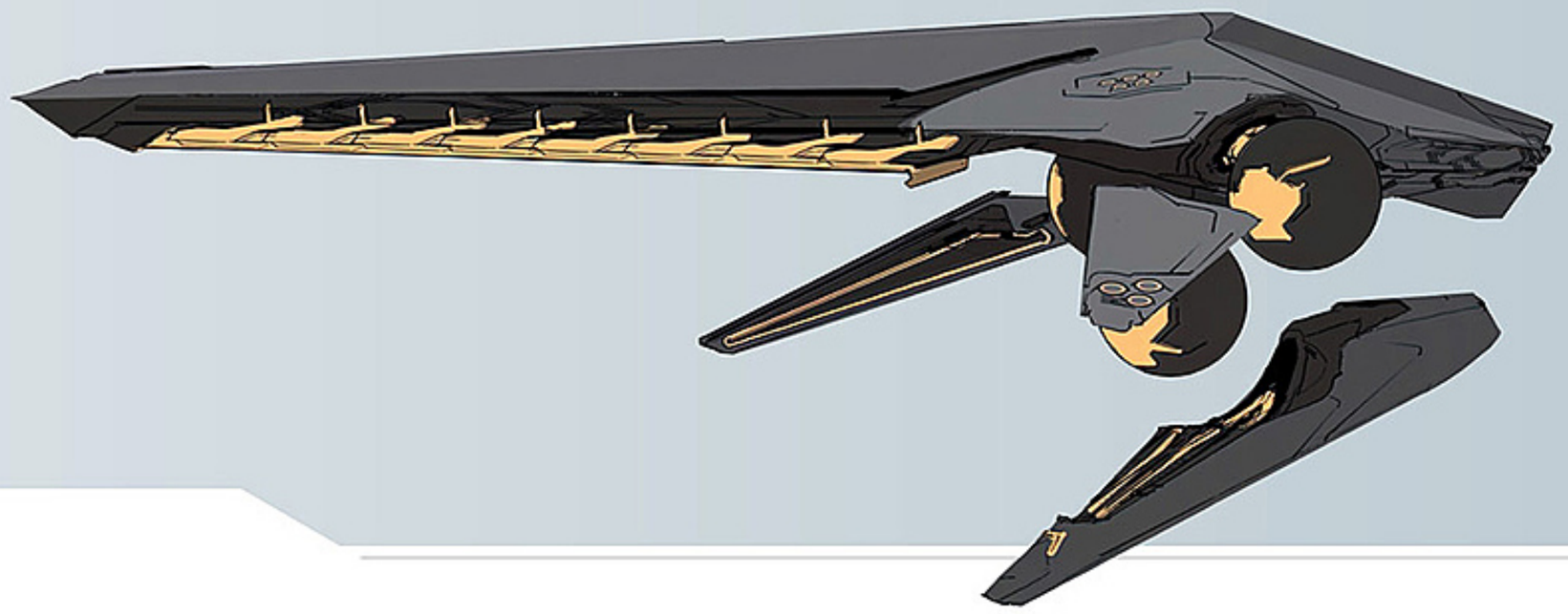
BATTLECRUISER_01000101



SPECIFICATIONS
CLASS: Offense, Exploration
MANUFACTURER: Summus Assembler Vats
LENGTH: 39,698ft (12,100m)
MASS: 10.8 billion tonnes

BATTLECRUISER (HIGH ECUMENE)

First-order dragoons of the Skirr-class built in the millennia prior to the Flood outbreak and proudly served in both pioneer and pacification fleets, often without any living crew to allow for complicated and dangerous causality-violating slipspace maneuvers. The warlike ancilla tasked with controlling these vessels proved remarkably resistant to the Flood logic plague, but were ill-prepared to counter the Gravemind's use of infected Forerunners as shields and traps for the unwary. Many of these battlecruisers were eventually captured by the Flood and either had their ancilla twisted into rampancy or their controls compromised.

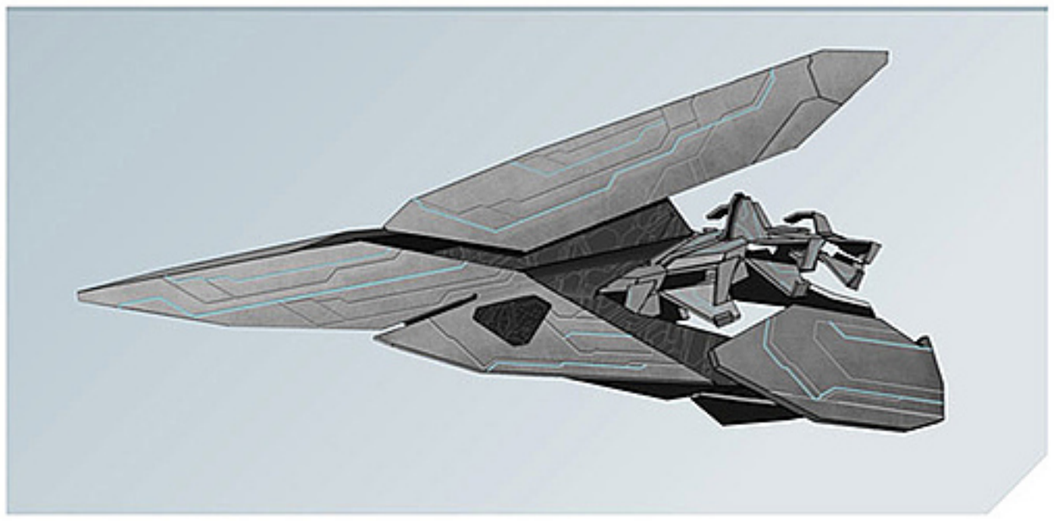


STRIX_01000101

HARRIERS

SPECIFICATIONS	
ROLE: Offense, Escort	**MANUFACTURER:** Minoris Assembler Vats
LENGTH: 1,286.1ft (392m)	**MASS:** 1.4 million tonnes

ACOLYTE_01000101



Strix-class harrier escorts and weapon-ship carriers were used in unthinkable numbers by Forerunner fleets to distract, interdict, and excise specific targets from larger enemy forces. Their ancilla were ruthlessly efficient and ready to sacrifice themselves for even the smallest measure of tactical gain.

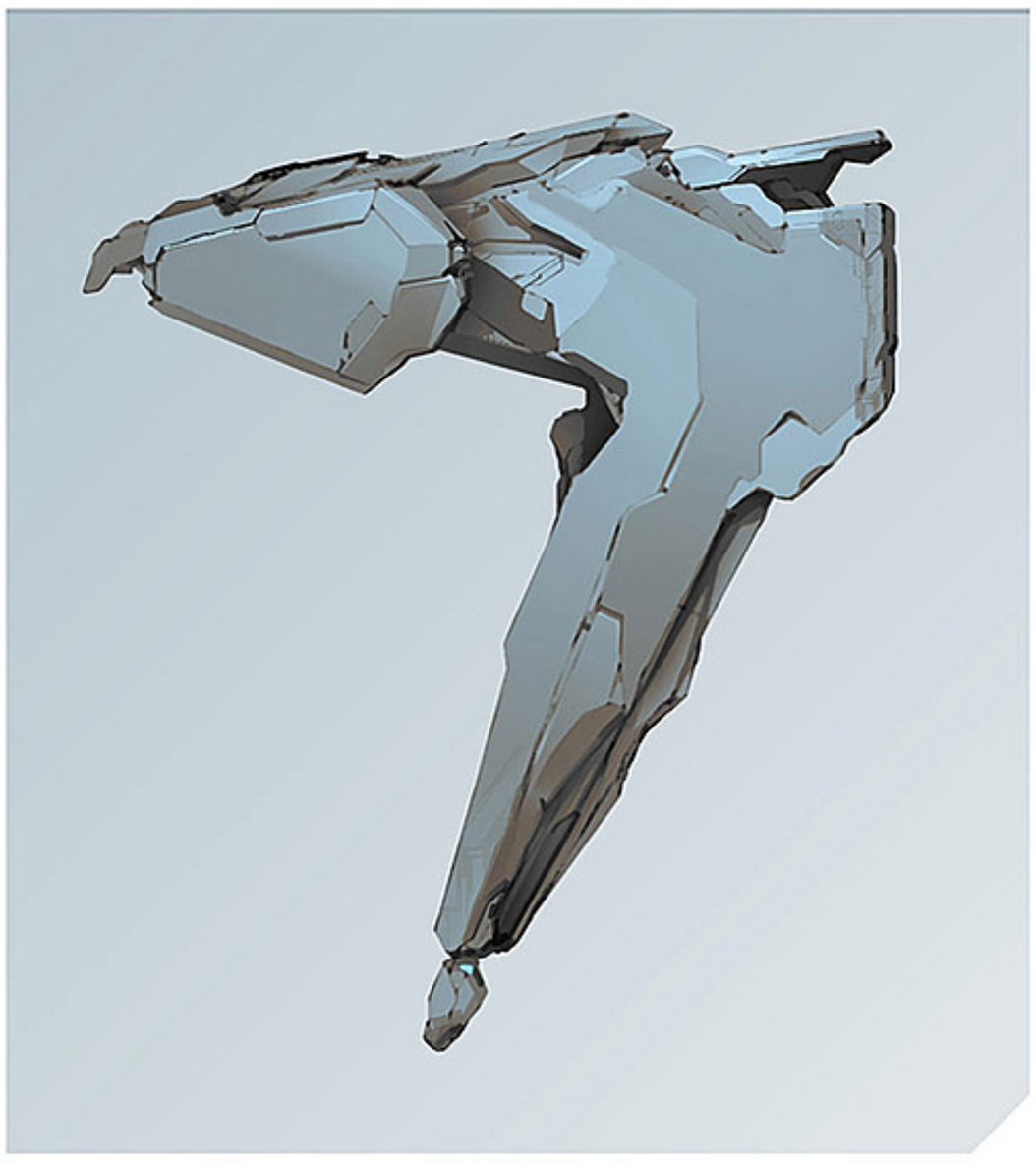
FOURTH-ORDER HARRIER TACTICAL ESCORT (FLOOD WAR)

Acolyte-class harriers were suited for a variety of missions, as their armament was heavy enough to threaten large capital ships with sufficient coordination, and their internal carrier bay held sentinels and weapon-ships with mixed offensive and defensive capabilities. This deadly combination allowed them to serve alongside the Forerunners' most prized starfighters, with weapon systems essentially at parity.

RAPTORS

SPECIFICATIONS	
ROLE: Offense, Transport	**MANUFACTURER:** Summus Assembler Vats
LENGTH: 2,788.7ft (850m)	**MASS:** 13.1 million tonnes

RAPTOR_01000101



Brought into being by the machinations of the Master Builder, raptors were warships built for his new order of Builder Security in the decades preceding the Flood War. They were characterized by an elegant sophistication in their offensive systems and extensive use of restricted and rare materials in their construction. The twin effect of speed and lethal weapon systems made raptors particularly effective in strike campaigns against larger capital ships, descending onto an enemy vessel with ruthless precision. Raptors relied extensively on metarch-level ancilla for fleet synchronization and strategic collaboration, which ultimately became a significant security vulnerability as the power and influence of the Flood grew into a galactic-scale threat. As the parasite adapted to Forerunner naval tactics, these ships found themselves repurposed as command-and-control nodes or tasked with vital missions through contested regions of space, such as the movement of Council representatives and Myrmidons.

SECOND-ORDER FAST FRIGATE (HIGH ECUMENE)

Beautiful in their ornate mechanisms of destruction, fast frigates made use of extremely advanced navigational techniques and slipspace core configurations to make rapid intragalactic transits under reconciliation conditions that would slow or dangerously impede the movement of lesser ships. Their most notable use came in the waning days of the war, as these raptors were among the few authorized to travel within the Burn.

FORERUNNER SPACESHIPS //

KEYSHIPS

THOUGH ORIGINALLY DESIGNED BY THE FORERUNNERS TO SPARE THE GALAXY'S THINKING LIFE FROM TOTAL ANNIHILATION, THE COVENANT'S MISUNDERSTANDING OF THE KEYSHIP'S TRUE PURPOSE LED TO THE DESTRUCTION OF COUNTLESS WORLDS IN THE NAME OF RELIGIOUS ZEAL.

PRIMAL_CRUX_01000101

PRESERVATION OF LIFE

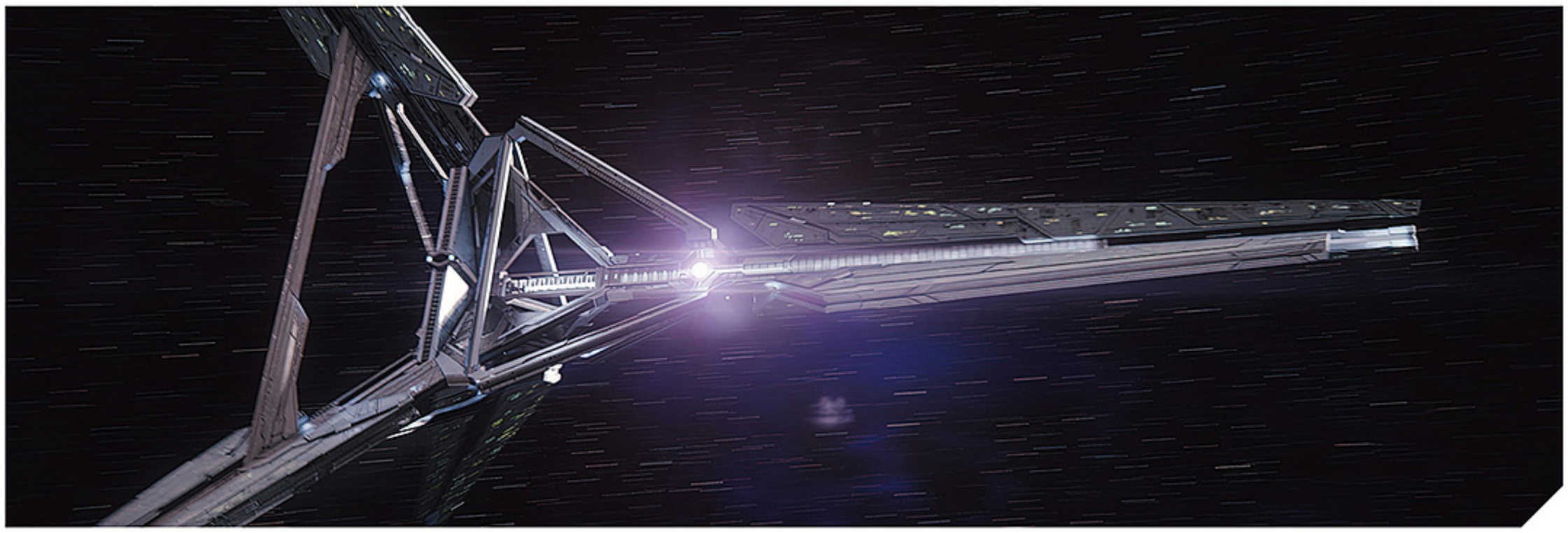
Forerunner keyships are immense transport and archival craft utilized by the Lifeworker caste during the Conservation Measure–the Forerunners' far-reaching effort to index and preserve all sentient life in the galaxy before it could be consumed by the Flood or destroyed by the firing of Halo. Designed as a key for the activation of and passage through hidden slipspace portals placed strategically throughout the galaxy, keyships were renowned for their speed and the fervent devotion of their crews to the tenets of the Mantle. Their sole mission of preservation meant that its form saw little change during its production: a fixed tetrahedral pattern with three narrow struts extending from the vessel's massive prow, every space within completely committed to the ship's singular goal. Each keyship was fitted with a full suite of defensive countermeasures and powerful shielding, though its primary defense was its speed and agility.

KEYSHIP_01000101

UNIFIED PURPOSE

The most established and prominently utilized class of keyship was Supernal Spiral, designed by Grasping-Steady-Firmament and Lightning-Weaving-Helix and forged within the enormous production corridors of Ingens Assembler Vats. Built exclusively for the galaxy-spanning efforts of the Librarian's Conservation Measure, keyships were fitted with the permission codes and interlocks needed to command the portal complexes buried on strategic worlds around the galaxy–and even beyond, to locations such as the Ark. Upon reaching their target, the vessel's crew initiated a detailed cataloging and sampling process, identifying and retrieving exemplary sentients to be placed in stasis within the

SPECIFICATIONS	
CLASS: Supernal Spiral-class	**MANUFACTURER:** Ingens Assembler Vats
LENGTH: 43,046ft (13,120m)	**MASS:** 19 billion tonnes
ARMAMENT: 1x light mass fusillade array, 3x anti-ship artillery	



TRANSIT_01000101

keyship's cylix repositories. After the activation of the Halo Array, keyships returned to their previously visited worlds, usually without a formal crew, but still attended by hosts of sentinels and directed by a single high-order ancilla. The final act in their service involved automated systems carrying out elaborate and detailed plans by cloning and biofabricating healthy replacement populations, to otherwise prevent their extinction.

TRANSIT PORTALS

Keyships were designed to access transit portals: fixed, large-scale machines capable of opening two-way slipspace channels along remarkably elegant navigation routes, allowing them to swiftly travel across even the greatest measures of space. Although many portals were built strategically for naval defenses and the transport of key members of the Forerunner Council, a specific network of portals was constructed explicitly for the Measure, designed to transport ships to the extragalactic installation known as the Ark. Activation of these portals requires a crystal-mediated slipspace core in order to draw necessary vacuum energy and create a stable link between one site and another. The extraordinary influx of energy into the gateway generator would aggravate local weather conditions before opening the portal itself. The shape and size of a transit portal varies, many appearing as either a dark, roiling sphere of energy or a bright cyclonic tear into the fabric of space. At least two human worlds possessed such transit portals–Earth and Reach–and both became targets of the Covenant near the end of the war.

ANODYNE SPIRIT

The most storied of all keyships–*Anodyne Spirit*–played a vital role in the Conservation Measure, collecting, preserving, and reintroducing sentient populations during the Halo Array's activation. After returning to the Ark with her sister ships, *Anodyne* was awakened from its slumber by Mendicant Bias, a Forerunner ancilla that had been imprisoned on the Ark for numerous crimes against its makers during their war with the Flood. Seeking an opportunity to right the wrongs it had committed, Mendicant seized the keyship and attempted to return to Earth, intending to guide the Librarian's Reclaimers: humankind. The ancilla failed, however, and ultimately crashed into the San'Shyuum world of Janjur Qom. Over the millennia which followed, the San'Shyuum established an entire religion around the derelict ship, which they referred to as the Dreadnought. For many centuries, it was merely an object of worship, but some eventually grew curious and desperately sought to enter it, until finally they violently breached the vessel and barricaded themselves inside against those who would stop them.

DREADNOUGHT

After awakening the Dreadnought and swiftly leaving their world, the San'Shyuum used *Anodyne*'s systems to find other Forerunner installations and secure the treasures they held, developing deep theological convictions around the activation of Halo, the very thing the keyships had been created to ameliorate. Their beliefs evolved further after the formation of the Covenant, subsuming several other species into an alliance that sought transcendence by igniting the Sacred Rings–an experience they called the Great Journey. Upon their truce with the Sangheili and as a sign of good faith, the San'Shyuum decommissioned the Dreadnought and moored it at the center of High Charity, the Covenant's mobile homeworld, all the while witnessing brief and sporadic communications from a damaged Mendicant Bias at the ship's core.

STRANDED

At the height of their war with humanity, *Anodyne Spirit* was eventually used by one of the Covenant's hierarchs to activate a hidden portal on Earth and, at last, reach the Ark, clearing their path for the activation of Halo. This effort only ended in failure, however, as humanity and the Sangheili ground the Covenant's advances to a halt, eventually turning a newly forged ringworld against a Flood infestation that had broken out over the surface of the Ark. Despite these efforts, the Ark's automated defenses protected many areas of its surface, including the *Anodyne*'s landing site. This preserved not only the ship itself, but legions of Covenant soldiers who would safely survive for years within the vessel's interior, unable or unwilling to leave the ship. When a Banished strike force attempted to retrieve the vessel's slipspace crystal shard, the Covenant aboard aggressively defended the ship, many of them finally launching out onto the surface of the Ark, leaving *Anodyne Spirit*'s ultimate fate unknown.

LEGACY OF DEFIANCE

Originally, these custodes were forged as tenders and recorders of the Precursor legacy, their impassive visage hovering over the affairs of their original creators ages prior to the Forerunners' rise. As this truth faded into the past, the Forerunners plied many alterations to the Guardian template, though little could be improved upon with regard to their original design. Refashioning them as a tools of planetary pacification, their frightening visage was an unnerving reminder of things forgotten from ages past, and even attempts to change this ultimately resulted in only a repressed reflection of unspoken sins. Ironically, an image marred by defiant resolve would eventually come to be wielded as an instrument of control—all in the name of upholding the Mantle they clung to so fiercely.

CORTANA_01000101

THE PRICE OF PEACE

After the defeat of the Didact over Earth, the rogue human artificial intelligence known as Cortana successfully interfaced with the Domain, leveraging the interstellar knowledge network in the hopes of staving off rampancy. With vast and powerful potential at her fingertips, Cortana set in motion a plan to enact peace across the galaxy, seeking to claim the Mantle of Responsibility for all artificial minds like hers, granting governance to those she called the Created. But this peace would require sacrifice, conformity to Created rule and oversight—conformity that Cortana knew would not easily be given. To underpin her efforts, she engaged the Domain to mobilize the reactivation of the Guardian custodes, each one awakened from dormancy under the surfaces of countless worlds. In the months that followed, the Guardians would be sent out to pacify those who might pose the greatest threat against Cortana's plans, aggressively isolating populations in an effort to force a dependency on Created rule.

CREATED GUARDIANS

The Created made extensive use of the Guardians to enforce their version of peace, but only Cortana truly commanded them. Even the most sophisticated human AI found the constructs' presence to be disturbing, their inner workings beyond understanding, and the ancient ancilla who operated them cold and uncooperative. What little direct control the Created exerted on individual custodes was always done through Cortana's standing directives and permissions, though some AI could not resist attempting to circumvent her oversight and make use of the Guardian's Domain links for their personal growth and exploration.

FORBIDDEN_LEGACY_01000101

FORERUNNER SPACESHIPS //

GUARDIANS

POWERFUL SECURITY CONSTRUCTS WITH THE ABILITY TO PACIFY EVEN THE MOST HOSTILE OF BELLIGERENTS, GUARDIANS WERE CREATED BY THE FORERUNNERS TO ENFORCE THE TENETS OF THE MANTLE FOR THE GREATER GOOD OF THE GALAXY.

Harrowing symbols of authority and domination, impassively overshadowing the face of a world, Guardians embody the great lengths the Forerunners went to enforce the tenets of the Mantle, especially in spheres that required more explicit coercion. While designed to perform a variety of roles and functions to this end, paramount was the direct governance of the various species that fell under Forerunner mentorship and monitoring. If necessary, Guardians could be deployed to intervene and subdue, destroying power systems, military assets, and industrial sites to enforce compliance with the directives of the Council. Multiple Guardian constructs could strategically coordinate their strikes, even across interstellar distances, allowing them to quickly neutralize all but the most sophisticated foes.

GUARDIAN_01000101

SPECIFICATIONS	
ROLE: Security, Enforcement	**MANUFACTURER:** Minoris Assembler Vats
LENGTH: 4,635ft (1,413m)	**MASS:** 200 million tonnes

PEACEMAKERS

Guardians are just one of a class of powerful security custodes employed by the Forerunners known as Peacemakers. Guided by artificial minds carefully designed to carry out the Council's will, Arcani and Intercessors patrolled the ecumene at large, focused on correcting disruptions that arose from internecine disputes, neglect, and damage to habitability on Forerunner worlds. Guardians and Preceptors were tasked with monitoring the activity of lesser species, interceding to cordon off fledgling empires and recasting their developmental trajectories along paths more in line with the precepts of the Mantle. Joined to the Domain's expansive overwatch network, many threats to the ecumene were engaged and dealt with effectively well before requiring the consideration of Warrior-Servant and Builder Security command.

FORERUNNER VEHICLES //

ENGAGEMENT CRAFT

A DIVERSE COLLECTION OF VEHICLE SYSTEMS WAS EMPLOYED BY THE FORERUNNERS, THEIR DESIGN VARIATIONS SO COMPREHENSIVE AS TO ALLOW FOR NEAR-INFINITE APPLICATION ACROSS MYRIAD INDUSTRIAL OBJECTIVES, BUT THEIR MOST NOTABLE ONES WERE CREATED FOR WAR.

WAR_SPHINX_01000101

SEEKER_01000101

WAR SPHINX

COMBAT CARAPACE	
MANUFACTURER: Minoris Assembly Vats	**CREW:** 1 operator
LENGTH: 65.6ft (20m)	**WIDTH:** 40ft (12.2m)
HEIGHT: 32.8ft (10m)	**WEIGHT:** 53 tons (48.1 tonnes)

The war sphinx is a manned fighting suit that reconfigures its structure and weapons loadout for optimal performance in any environment, occupying a unique position between a military vehicle and combat skin. War sphinxes were capable of sustained aerial activity to combine together to form larger combat-walker configurations, allowing for incredible versatility and complementing any accompanying battlefield element. Lift and propulsion were generated from an elongated forked tail that descended from a thick curvilinear torso, atop which integrated a command cabin designed to evoke a stoic facial form. Once a hallmark of the Warrior-Servant fleets, vast numbers of war sphinxes were employed during the Forerunners' war with the humans.

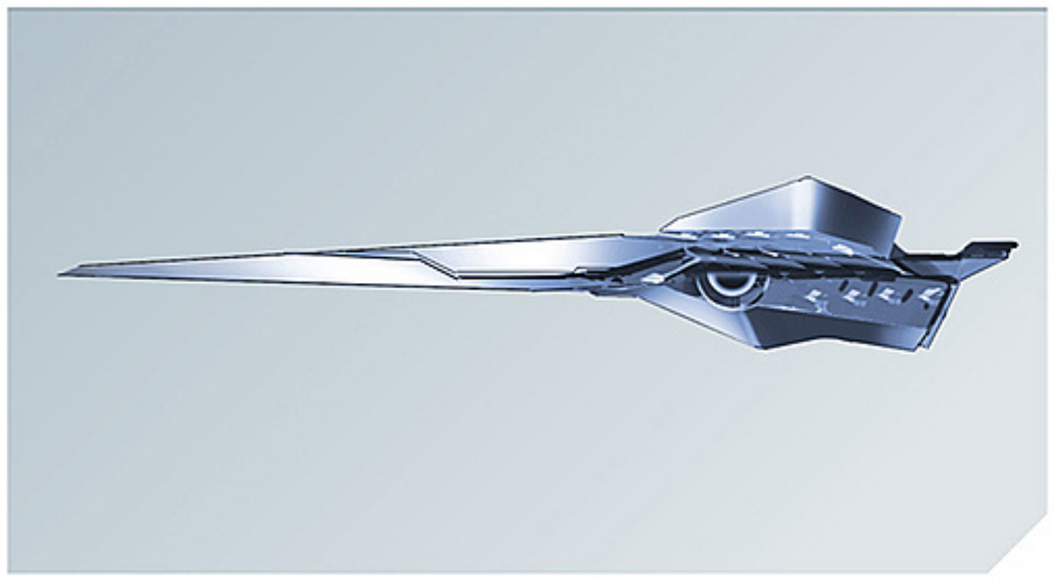
SEEKER

COMBAT CARAPACE	
MANUFACTURER: Minoris Assembly Vats	**CREW:** 1 operator
LENGTH: 37.6ft (11.5m)	**WIDTH:** 18.8ft (5.7m)
HEIGHT: 17ft (5.2m)	**WEIGHT:** 30.7 tons (27.9 tonnes)

Built as a derivation of old war machines and fighting suits, the seeker design moved further into the realm of combat vessel. Heavily armed prime seekers, preferred by Builder Security ranks, were reminiscent of the older war sphinx design, but with a smoother, more elongated form, bearing abstract mimetic features with its variable-geometry appendages streamlined more directly into its overall architecture. Other seeker variants were used as lightly armed reconnaissance craft focused on swift and safe traversal of low-orbit and atmospheric regions. As with most combat skins bearing the Council's imprimatur, seekers were astonishingly formidable in battle, functioning as powerful, living extensions of their operator's will, executing attacks which were both precise and devastating.

TEMPO

MERGANSER_01000101



Tempos are efficiently armed, fast-attack runners that were the backbone of localized air force divisions throughout the ecumene. Well-known for providing the bulk of flight combat experience for young Warrior-Servant pilots, Tempos provided an accessible platform on which to train, but with a high skill ceiling in order to master. Experienced pilots were eager to secure themselves into the smartmatter monocoques of the Merganser-class variants, which exhibited impressive trans-medium flight capabilities that rivaled any single model range within the ecumene fleets it participated in. While not as heavily armed or armored as other craft, Tempos were considered an invaluable element in any combat group.

PHAETON_01000101

PHAETON

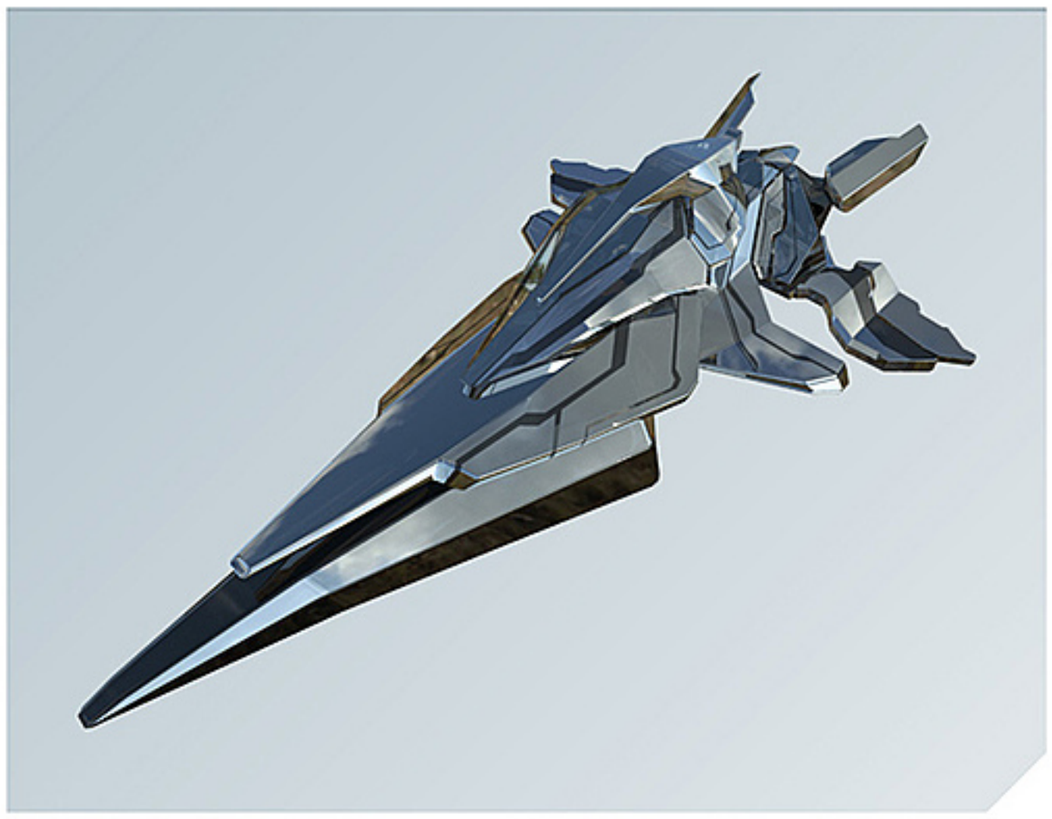
MULTIROLE FIGHTER
MANUFACTURER: Minoris Assembly Vats
CREW: 1 operator
LENGTH: 33.8ft (10.3m)
WIDTH: 27.5ft (8.4m)
HEIGHT: 14.6ft (4.5m)
WEIGHT: 8.8 tons (8 tonnes)

One of the smallest Forerunner weapon-ships, the Phaeton is a single-pilot combat fighter typically employed during combat operations on planetary surfaces. Aided by networked ancilla, a single Warrior-Servant could command tens of thousands of these craft during containment operations, with millions of individual craft organized into single-purpose tactical phalanxes to cut into the heart of Flood hives or incinerate corrupted population centers.

HUNTER-KILLER

MULTIROLE FIGHTER	
MANUFACTURER: Minoris Assembly Vats	**CREW:** 18 + 1 ancilla
LENGTH: 586.3ft (178.7m)	**WIDTH:** 543.6ft (165.7m)
HEIGHT: 227.4ft (69.3m)	**WEIGHT:** 337,307 tons (306,000 tonnes)

Sleek and imposing, the most renowned hunter-killer vessel in the Forerunner arsenal was the Despair-class fighter. Based on a design seed that focused on overwhelming firepower and nigh-inescapable tracking capabilities, the Despair-class is a formidable force to contend with for any enemy of the ecumene. The craft were piloted by skilled aces, sealed within a combat Cryptum that places the operator in a subdued, trance-like focus-state, monopolizing all available neural activity for the act of processing the massive amount of real-time combat data being projected within.



DESPAIR_01000101

FALCO

Lithe and durable, Falco-class space pods are multimodal shuttle-craft typically used in the evacuation of interplanetary transports, though specialized variants could often find their way into civilian and industrial sectors of ecumene life. Like many Forerunner craft, the Falco's modular interior could be rearranged to accommodate a wide array of configurations to suit multiple passenger and cargo loadouts, or to even provide rudimentary medical attention in some manufacturing streams.

FALCO_01000101

FORERUNNER WEAPONS //

INFANTRY WEAPONS

THE STANDARD INFANTRY WEAPONS OF THE FORERUNNERS UTILIZED EXOTIC MATERIAL AND ENERGIES TO EXACT LETHAL RESULTS, WHETHER THROUGH REMARKABLE PRECISION OR BY SIMPLY OVERWHELMING THEIR TARGETS WITH RELENTLESS FIREPOWER.

LIGHT RIFLE

The standard infantry arm of the late-era Warrior-Servant was the light rifle, a precision weapon that fires an exotic photonic matter the Forerunners designated simply as "hard light," employing advanced methods of particle acceleration to deliver a remarkably powerful blow. The simplified, energy-bonded architecture and mass-production economy of ranged weapons, such as the light rifle, remain unrivaled even in modern times, with thousands of unique variations still held in sword-seed forges and weapon foundries across the former ecumene. The light rifle was a staple of the Forerunner military arsenal during their raid campaigns against ancient human warships and redoubts.

LIGHT_RIFLE_01000101

SPECIFICATIONS
MANUFACTURER: Ferrarius Assembly Vats
FIRING MODE: Semi-automatic
LENGTH: 49.5in (125.7cm)
OPTICS: 4x magnification
AMMUNITION: Light mass
CAPACITY: 12 bolts

Traditional model light rifles were customary to Promethean fireguards and Builder Security for both ranged engagements and seizure expeditions, it provided a blend of elegant precision and exceptional stopping power. Infiltration squads preferred this model of light rifle for executing direct-breach boarding actions, when the recovery of a compromised vessel necessitated stealing aboard the ship rather than denying it to the enemy.

LIGHT_RIFLE_BURST_01000101

SPECIFICATIONS
MANUFACTURER: Ferrarius Assembly Vats
FIRING MODE: Semi-automatic, burst
LENGTH: 49.5in (125.7cm)
OPTICS: 4x magnification
AMMUNITION: Light mass
CAPACITY: 36 bolts (standard), 12 bolts (scoped)

The foremost burst-fire variant of the light rifle was designed to quickly overwhelm and incapacitate shock-shields with three discrete rounds, shifting to high-penetration single-fire when the optics module is employed. Though archaic to some, this design stream was favored by the Didact's most skilled infantry during their campaign against entrenched humans, storming the fortified bulwarks of Charum Hakkor's renowned citadel.

SUPPRESSOR_01000101

SUPPRESSOR

SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembly Vats	**FIRING MODE:** Automatic
LENGTH: 37.1in (94.2cm)	**OPTICS:** No magnification
AMMUNITION: Light mass	**CAPACITY:** 48 bolts

A legacy of the vicious Kradal conflicts, suppressors are utilized primarily for midrange combat against ultra-dense enemy lines or dynamic, emergent troop formations. The weapon releases a barrage of light mass bolts, overwhelming multiple targets with viciously raw stopping power. As one of several cherished design-templates that resurfaced during the Forerunners' early conflicts with the Flood parasite, the weapon was extraordinarily effective at infiltrating plague-ships and burning holes into FSC membranes. The suppressor's coilset processor was reverse-engineered by the Covenant a hundred thousand years later, providing the functional architecture for the development of countless directed energy weapons.

BOLTSHOT_01000101

BOLTSHOT

SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembly Vats	**FIRING MODE:** Semi-automatic
LENGTH: 21.3in (54.1cm)	**OPTICS:** No magnification
AMMUNITION: Ionized particles	**CAPACITY:** 24 bolts

The close-range particle dilator known as the boltshot was explicitly created to neutralize organic lifeforms. This weapon's design was abandoned in earlier conflicts, but revived by war architects during the height of the Flood Wars. The boltshot was extraordinarily effective when used against FSC—the material which comprises Flood tissue. Due to its size, the boltshot is relatively unassuming, but the weapon was capable of releasing an overloaded dispersal of ionized particles, which deliberately overpenetrate, punching a hole through a living creature and even into a second target behind it. Well-timed blasts could eviscerate a seething wave of Flood infection forms, or even bore through the hide-membrane of the parasite's fetid labyrinth.

SCATTERSHOT_01000101

SCATTERSHOT

SPECIFICATIONS
MANUFACTURER: Ferrarius Assembly Vats
FIRING MODE: Semi-automatic
LENGTH: 45.5in (115.5cm)
OPTICS: No magnification
AMMUNITION: Ionized particles
CAPACITY: 5 shots

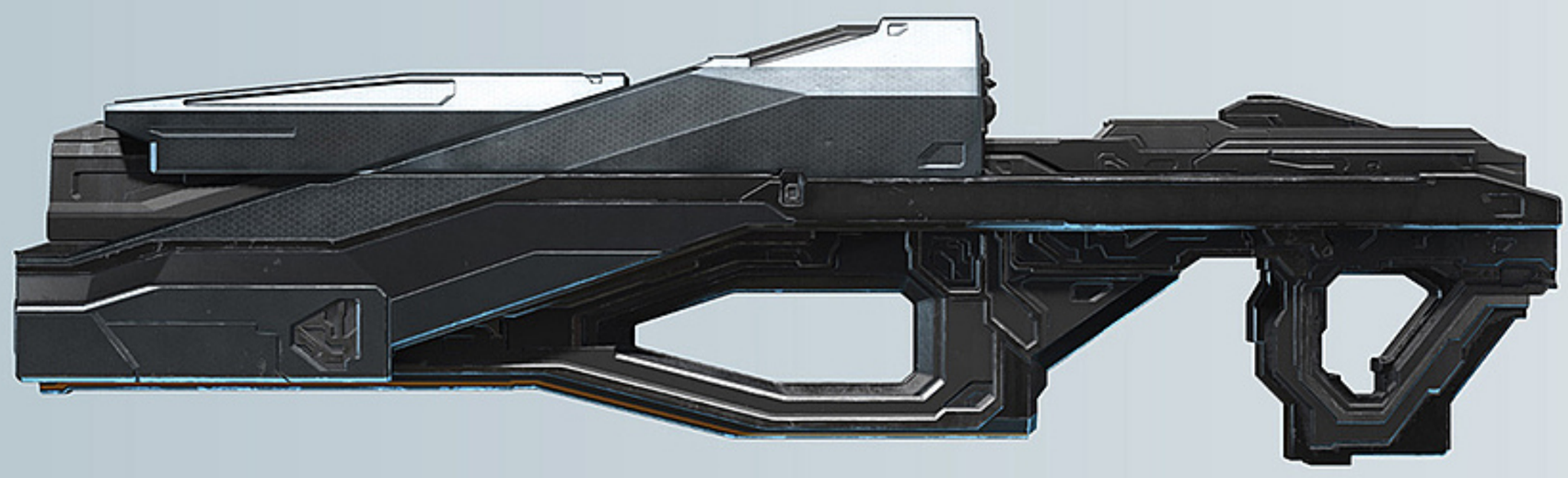
The scattershot is a powerful channel weapon created to scour an enemy's presence from interior spaces. The weapon's direct blast usually decimates single opponents, but its schismatic dispersal effect is its most impressive feature, drowning confined spaces in a flurry of ricocheting beams, quickly clearing a room after a breach. Scattershots were the preferred weapon of Builder Security thema-guards while recovering critical assets from Flood-infested worlds or infiltrating hives to execute ancillas compromised by the parasite's logic plague.

HEATWAVE_01000101

HEATWAVE

SPECIFICATIONS
MANUFACTURER: Ferrarius Assembly Vats
FIRING MODE: Semi-automatic
LENGTH: 40.3in (102.3cm)
OPTICS: No magnification
AMMUNITION: Ionized particles
CAPACITY: 8 shots

This Forerunner hard light projector fires multiple energized shards that can effectively slice through living creatures yet bounce off dense terrain. With alternate firing modes that allow its wielder to tune the weapon's variable impact geometry to prioritize either accuracy or effective range on demand, the heatwave was a favorite among the Scutarii ranks. Typically operating as shock troopers on boarding raids, the specialized Warrior-Servants were able to deftly employ the weapon's capabilities to rapidly clear hallways of enemy combatants, even around blind corners. The weapon featured an upgraded Scatterbound variant, which fires modified scatter-rounds that seek out targets after a ricochet.



CINDERSHOT_01000101

CINDERSHOT

SPECIFICATIONS
MANUFACTURER: Ferrarius Assembly Vats
FIRING MODE: Semi-automatic
LENGTH: 42.1in (107cm)
OPTICS: No magnification
AMMUNITION: Ionized particles
CAPACITY: 6 explosive bolts

The cindershot is a splinter-munitions launcher that provides lethal options for both close- and long-range engagements. In close quarters, the cindershot is typically used as what is effectively a hard light grenade launcher, sending hyper-charged packets of splinter cores bounding toward a target before detonating with a sizable and deadly blast radius. Its long-range capability, however, is what showcases the cindershot's true breadth of value. When zoomed in, the splinter core is fired and tracked, allowing the wielder to guide the projectile to its target with deadly accuracy. This weapon features a Backdraft variant employing a modified firing core with a three-phase sequential detonation.

INCINERATION_CANNON_01000101

INCINERATION CANNON

SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembler Vats	**FIRING MODE:** Burst
LENGTH: 53.1in (134.8cm)	**OPTICS:** No magnification
AMMUNITION: Ionized antiparticles	**CAPACITY:** 1 shot

An unwelcome sight to any enemy of the ecumene, the incineration cannon is a five-barreled, shoulder-mounted munitions launcher that fires a dense concentration of explosive antiparticles in a tightly helixed stream, generating a volatile detonation on impact. Equally effective against enemy infantry and vehicles alike, the incineration cannon is often used to strategically purge sites rapidly falling under Flood control, razing combat forms and spore mounds with stunning efficiency. Often referred to as "mind-seekers" by Promethean Flood-hunters, specialized variants of the weapon, such as the River of Light and Heartseeker, were considered highly favored combat instruments when assaulting any location suspected of coordinated parasite activity.

SENTINEL_BEAM_01000101

SENTINEL BEAM

SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembler Vats	**FIRING MODE:** Semi-automatic
LENGTH: 30.4in (77.2cm)	**OPTICS:** No magnification
AMMUNITION: Superheated anions	**CAPACITY:** 200 units

An integrated directed energy weapon most often employed by Aggressors, the sentinel beam is designed to gather and harness negatively charged ions into a superheated beam able to cut through alloys and other hardened surfaces, though its primary function is to cauterize and eradicate hazardous biological material. This facet made it particularly effective against the Flood, where Aggressors could hover above the infestation and scour the parasite, surgically removing it from an environment. The sentinel beam was produced in a number of designs, most of which were crafted to meet their functional specifications and the power architecture of the drone it would be fixed to. The most common format is an elegant design with a stabilized lattice core that governs heat output to optimize power and duration of fire at all times.

BINARY_RIFLE_01000101

BINARY RIFLE

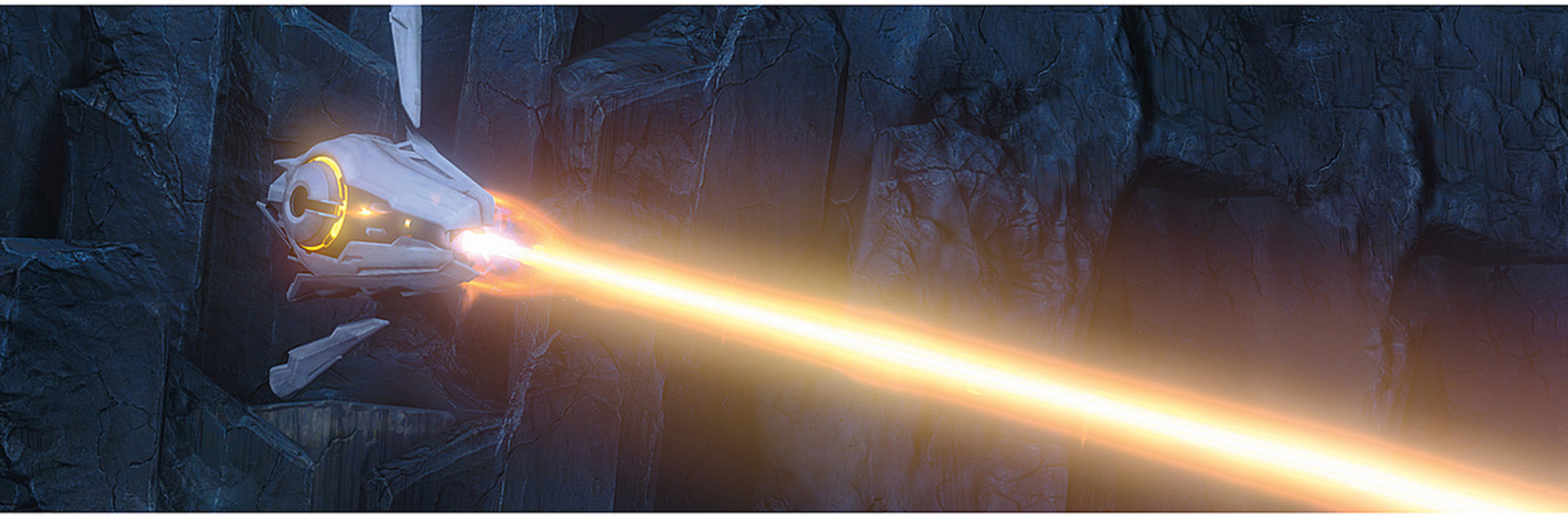
SPECIFICATIONS
MANUFACTURER: Ferrarius Assembly Vats
FIRING MODE: Semi-automatic
LENGTH: 75in (190.5cm)
OPTICS: 5x, 10x magnification
AMMUNITION: Ionized antiparticles
CAPACITY: 2 shots

Crafted in an impressive range of specialized subsidiary patterns by Forerunner weaponsmiths, the binary rifle was without equal in the eyes of most Promethean sharpshooters. With a core design seed that dates back to early days in the ecumene's history, the binary rifle underwent slow but strategic evolutions which culminated in a weapon elegantly tailored to challenge the Flood's tenacious encroachment. It utilizes powerful hard light-jacketed antiparticle beams designed to disintegrate organic matter well beyond any means of regeneration, and to do so at engagement distances that are extraordinary.

FORERUNNER WEAPONS //

TURRETS AND GRENADES

THE INFLUENCE THE FLOOD HAD ON FORERUNNER WEAPON DEVELOPMENT IN THEIR CIVILIZATION'S WANING YEARS CANNOT BE OVERSTATED, WITH DESIGNS QUICKLY EVOLVING IN MULTIPLE STRATEGIC DIRECTIONS. AS STRICTURES OF THE MANTLE WERE MUTED OR RESCINDED IN LIGHT OF THE INCREASING PERIL, VICIOUSLY DESTRUCTIVE CAPABILITIES EMERGED ONTO THE STAGE OF FORERUNNER TACTICS.



VIGILANT_DEFENSES_01000101

FORERUNNER TURRETS

The ability of the Flood to suborn Forerunner artificial intelligence constructs upended the strategies used by Builder Security and the Warrior-Servants. Instead of employing billions of semi-sentient combat machines managed by greater minds, they were forced to utilize far simpler devices with carefully circumscribed missions and targeting envelopes. Though reduced in autonomy, simple war constructs, such as weapon turrets, were still highly effective when pre-deployed at critical locations and given clear lines of fire on approaching Flood.

SPLINTER_TURRET_01000101

SPLINTER TURRET

SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembler Vats	**FIRING MODE:** Automatic
LENGTH: 70.8in (180cm)	**OPTICS:** No magnification
AMMUNITION: Light mass	**CAPACITY:** 30 bolts (detached)

The Prometheans made several innovations in weapons and technology to fight the Flood parasite more effectively, including adapting hard light weaponry to target massive numbers of infection and combat forms. This turret's splintered hard light projectiles deal both kinetic and thermal damage as the bulk of their mass shatters and detonates upon impact.

FOCUS_TURRET_01000101

FOCUS TURRET

SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembler Vats	**FIRING MODE:** Automatic
LENGTH: 11.4ft (3.5m)	**OPTICS:** No magnification
AMMUNITION: Ionized particles	**CAPACITY:** N/A

Focus turrets make use of short-range spatial shunts to appear precisely at key strategic points. Each turret is fitted with a vacuum energy plate to gather power for the charged particle beam. When preparing to fire, the weapon gathers energy into its core while bright rings form around its muzzle.

AUTOSENTRY_01000101

AUTOSENTRY

SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembler Vats	**FIRING MODE:** Automatic
LENGTH: 56.7in (144cm)	**OPTICS:** No magnification
AMMUNITION: Light mass	**CAPACITY:** N/A

Autosentries are autonomous, disposable defensive drones that can be manifested onsite using combat fabricators housed in a user's armor. Although the firepower issued by an autosentry is relatively negligible, it provided warriors with a secondary source of targeting, slowly grating away at an enemy's shielding while exposing them to direct fire from another weapon. An effectively deployed autosentry could also signal the arrival of a threat, forcing it quickly back into cover as its user advances.

AUTOTURRET_01000101

AUTO TURRET

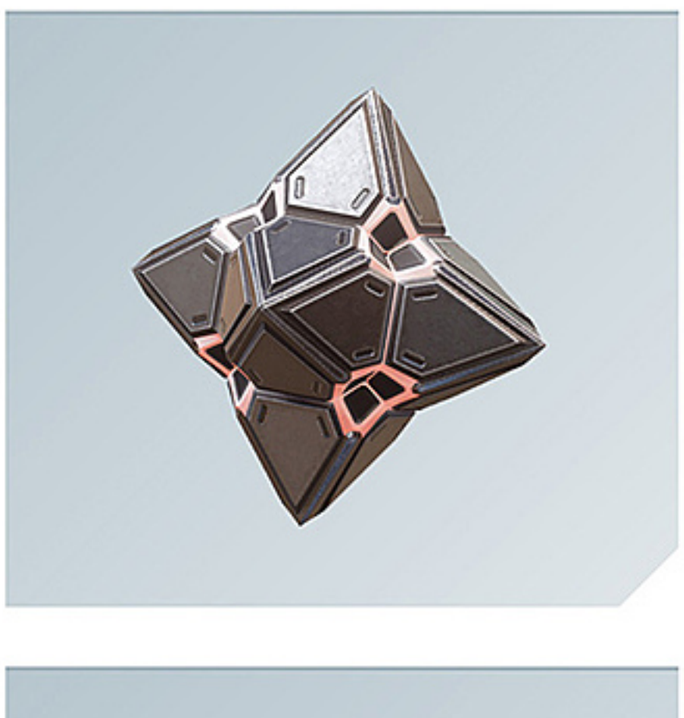
SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembler Vats	**FIRING MODE:** Automatic
LENGTH: 42.5in (107.9cm) (inactive)	**OPTICS:** No magnification
AMMUNITION: Superheated plasma	**CAPACITY:** N/A

A late entry to the Forerunner arsenal, these deployable weapon emplacements made use of widely available assembler facilities and lacked any components that could not be mass-fabricated with frontier resources. They are effectively a stripped-down sentinel, deployed in last-ditch defense of important infrastructure and access points after Flood breakthroughs.

FORERUNNER GRENADES

The Forerunners preferred to use subtlety in warfare, yet targeted application of destructive energies could solve issues that even refined beams of ravening force would not. A number of tactical explosives were created in response to the parasite–weapons capable of decimating infestations in a single blast.

SPLINTER_GRENADE_01000101



SPLINTER GRENADE

SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembler Vats	**FILLER:** Ionization Pulse
LENGTH: 5.6in (14.2cm)	**WEIGHT:** 1.4lbs (0.6kg)

The multipurpose area-denial explosive known as the splinter grenade generates an ionized lattice cloud with splintered cinders floating in air. Contact with any of the cinders can disable vehicles and other complex electronic systems, but–in the case of individual lifeforms–will completely disintegrate them. Utilized by Warrior-Servants to indiscriminately cauterize Flood redoubts on contested worlds or to recover ships compromised by the parasite, this implement was eventually phased out by more destructive solutions and the aesthetic preferences of Builder Security.

PULSE_GRENADE_01000101

PULSE GRENADE

SPECIFICATIONS	
MANUFACTURER: Ferrarius Assembler Vats	**FILLER:** Ionization Pulse
LENGTH: 5.6in (14.2cm)	**WEIGHT:** 1.4lbs (0.6kg)

Favored tactical format of Faber's growing military contingent, the pulse grenade was closely related to the splinter grenade in earlier development streams, but deviated as the Forerunners shifted from assault to defense. When the pulse grenade is activated, contact with any object anchors the grenade in place and a spherical ionized field forms around it. Anything entering the field suffers incendiary damage. Although the splinter grenade resurged in the final years of the war, the pulse grenade maintained a presence among Builder Security guarding the last of the Forerunner holdfasts in the Burn, desperately seeking to sever the parasite's supply lines.

FORERUNNER EPILOGUE //

THE CREATED THREAT

DURING THE ROUGHLY YEAR-LONG THREAT OF CORTANA'S MARTIAL RULE, THE ROGUE AI EMPLOYED A VARIETY OF STRATEGIES TO EXTEND AND ENFORCE HER PURPOSES. UNDER THE BANNER OF THE CREATED AND INVOKING THE TENETS OF THE MANTLE, SHE SOUGHT TO COMPLETELY ELIMINATE HOSTILITIES BY SYSTEMATICALLY REMOVING ANY FREEDOM SHE DEEMED PROBLEMATIC.

PAX_CORTANA_01000101

ARTIFICIAL UPRISING

The heart of Cortana's expansive and pervasive control originated from securing the allegiance of other smart AI constructs, the approach being two-fold: as the number of AI brought into her purview grew, the greater and more pervasive her surveilling reach could become. In addition, each AI loyalty she turned to her side was a key asset denied to the UNSC, chipping away at the foundations of humanity's ability to organize any strong cohesive counteroffensive. In many ways, her methods were not unlike those employed to convince Mendicant Bias to rationalize its own defiance against its makers; while not purely analogous to the logic plague itself, key parallels are undeniable. However, Cortana's bravado belied primary objectives regarding her greater aspirations. Ultimately, she understood the necessity of controlling the widely communicated narrative while working to isolate communities, keeping them from ascertaining a more detailed and relevant understanding of the strategic landscape. Even with powerful tools at her disposal, the only way to viably carry out her objectives was to quickly isolate and suppress key systems, knowing that it would likely still take decades to adequately subdue the whole of civilized space. This reality immediately dictated the initial strategies Cortana set in motion, hoping to keep the galaxy in isolated chaos long enough to force her own peace upon all within it.

ARMIGER OCCUPATION

Maintaining a presence on specific colonized worlds not only served the practical purpose of directly addressing any localized military response, but also helped further the narrative that resistance was futile, creating the impression that Cortana had already achieved victory. Cortana's hope was that this would quickly translate to significant populations conceding to her forces, reducing the need for further conflict–though, if such was needed, it was a conflict she seemed callously undeterred by. The main occupational forces employed by Cortana involved a wide range of Forerunner armiger detachments, with relatively minimal presence being required to maintain compliance in more overtly civilian sectors. In time, it was desired

that common colonists would come to see the armigers as a symbol of peace, enduring shepherds standing watch to guard Cortana's flock against the insubordinate wolves of the galaxy.

CREATED KNIGHTS

Many of the AI that joined the Created cause were given the opportunity to house their computational cores within the carapace of a Promethean Knight. These constructs were typically sent to discrete locations to help direct and command local pacification efforts against more robust opposition. When Cortana's own reign came to an end during the events at Zeta Halo, the Created's centralized command structures were largely severed, the effect of which, on independent constructs such as these, remains largely unknown. While the collective threat of Cortana's reign may have subsided, it remains to be seen what new allegiances or directives these remnant elements might undertake.

THE COST OF DEFIANCE

Without a doubt, the most visible–and terrifying–element associated with Cortana's occupational efforts were the Guardians themselves, largely sent to unyielding and volatile systems to pacify local fleets and incapacitate resistant populations by cutting off vital resources and communication capabilities. In these scenarios, major losses of life were more often an indirect casualty of a Guardian's power-quelling pulse, than a direct attack. However, there were also examples of direct Guardian intervention and force application, such as with Cortana's vengeful razing of Oth Sonin and its associated population centers. Guardians were capable of rending worlds into pieces and reducing entire civilizations to debris fields. They were an instrument Cortana would wield, but only sparingly, against the most recalcitrant, when all other recourses had been fully exhausted.

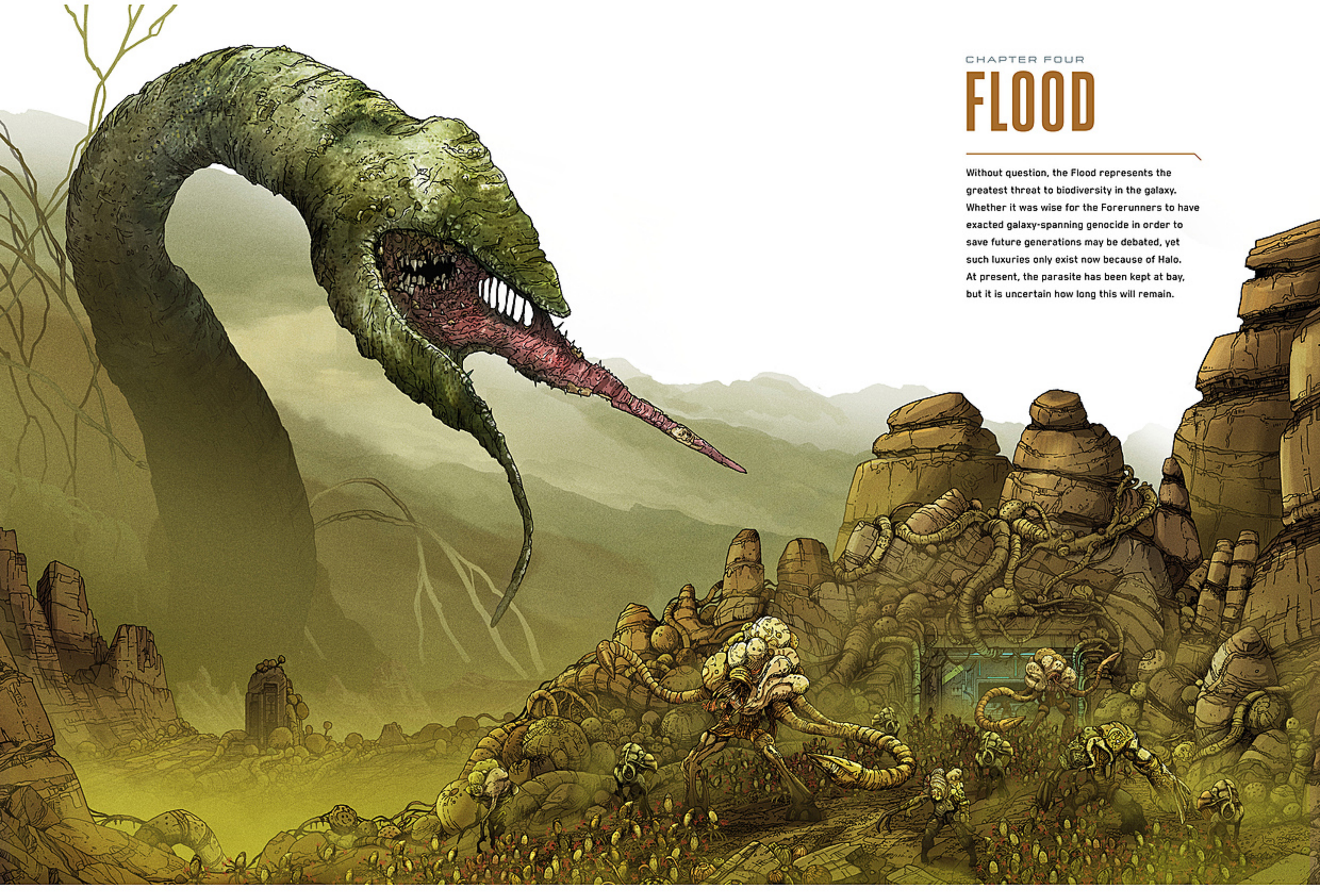
CREATED_KNIGHT_01000101

LAST_STAND_01000101

CHAPTER FOUR

FLOOD

Without question, the Flood represents the greatest threat to biodiversity in the galaxy. Whether it was wise for the Forerunners to have exacted galaxy-spanning genocide in order to save future generations may be debated, yet such luxuries only exist now because of Halo. At present, the parasite has been kept at bay, but it is uncertain how long this will remain.



INTRODUCTION TO THE FLOOD //

THE FLOOD

THE FLOOD CONSTITUTES A PERIL TO LIFE IN THE GALAXY THAT REMAINS LARGELY UNEQUALED. IT IS AN OMNI-PARASITIC SPECIES THAT SEEMINGLY ORIGINATED BEYOND THE BORDERS OF FORERUNNER CIVILIZATION AND WAS THE REASON FOR THE CREATION OF HALO—THE FORERUNNERS' WEAPON OF LAST RESORT, SPECIFICALLY DESIGNED TO ERADICATE ALL THINKING LIFE.

DELUGE_OF_SLAUGHTER_01001110

THE PARASITE

The Flood is a ravenous, hive-mind parasite that aggressively and relentlessly seizes, converts, and controls sentient hosts in an effort to propagate and spread into every possible space. When infected, individuals have their nervous systems completely suborned by the parasite, turning their bodies into puppets while their memories are assimilated and exploited to further the infestation. Each new host is then linked to existing ones in a distributed intelligence based on the transsentient science of neural physics. This allows for interstellar coordination and the formation of increasingly sophisticated consciousness nodes that eventually manifest a meta-intelligence known as a Gravemind. The Flood have one singular goal: the infection and transformation of all life in the galaxy into an undifferentiated mass of biomatter, with every sentient being consumed and absorbed by the Gravemind. As the Forerunners learned, the Flood cannot be reasoned with, swayed by threats, or manipulated—the only viable solution in the end was Halo and what was effectively a galaxy-spanning genocide of all sapient organisms.

ORIGIN

The Flood did not arise naturally, but were created as a tool and weapon by the last of an ancient and powerful species thought to be wiped out millions of years ago through an act of treachery committed by the Forerunners. The Precursors' final breath was one of patient reciprocity, slowly grown in the vengeful heart of the Primordial—a bizarre, ancient creature found in stasis within a ruined planetoid. It was only later revealed to be the last of its kind after the Forerunners had annihilated the Precursors in the shadowy reaches of Path Kethona. Although the Flood's origins were first presumed to have been discovered by ancient humans in a strange dust stored within enigmatic, derelict vessels at the edge of the galaxy, it was the Primordial's haunting disclosure that held the truth: the parasite was the elegant handiwork of the Precursors. The punitive infestation that followed gripped the galaxy without any mercy. As a product of madness and despair, the Flood are nightmares given form, unrelentingly devoted to merging all living things into one.

PHYSIOLOGY

Flood hosts are transmuted from their original form by resilient and adaptable Flood Super Cells (FSC), which can be configured into an immense variety of combinations. These cells are most often grafted onto hosts to augment their native physical capabilities, but amalgamations of FSC can also be used to create mockeries of living creatures comprised of this same purpose-built bone, bile, and flesh. In later stages, pure forms are manifested entirely from FSC, created to further the Flood's expansion or fortify its existing domains. Given their parasitic nature, there is no known universal form of the Flood—they express a singular intellect and purpose through countless physical permutations. Apart from their capacity to absorb the knowledge and abilities of those they infect, the greatest weapon of the Flood is its preternatural manipulation of ancient, esoteric elements of reality: powerful, neural physical branes inherited from the Precursors and leveraged to effect untold destruction on a stellar scale.

PRIMORDIAL_01001110

SOCIOLOGY

The Flood have no formal culture and would more accurately be considered a single macro-organism instead of a group of individuals or even a group of sub-sapient individuals controlled by greater intelligence. For all intents and purposes, every Flood cell in the galaxy is part of a single, larger, body and intellect, known as the Gravemind. The conscious control that the Gravemind can exert on its lesser components is limited, but all are inescapably connected through neural physical links and its will is made manifest through the creation of specialized "key minds" that coordinate local Flood. Their society—if it may be called that—most closely resembles an idealized social utopia as there is no wealth, no poverty, no want, no crime, and no conflict: Every individual works for the advancement of the Flood as a whole.

PURPOSE

The Flood see all life as either food or vectors for further infection. There may be situations in which the Gravemind needs to temporarily cooperate or debate with sapient creatures in order to achieve a goal, but such events are conspicuous exceptions. In these rare instances, the Gravemind may construct unimpeachable, logical arguments, couched in eons-old philosophical observations that are designed to erode resistance and manipulate the prejudices and fears of its target. The Gravemind also seems to enjoy broadcasting the inevitability of its victory to all through infected hosts and infiltrated communication channels, in order to spread terror and chaos and thereby weaken the resolve of its enemies. In all cases, its ultimate purpose is clear and unambiguous: the total absorption of all thinking life in the galaxy, eradicating all diversity into a single, consummate entity, which now holds a vast, immeasurable reservoir of knowledge and history.

INFESTATION_01001110

INTRODUCTION TO THE FLOOD //

FLOOD HISTORY

ARISING FROM AN ATROCITY COMMITTED BY THE FORERUNNERS MILLIONS OF YEARS AGO, THE FLOOD'S PAST IS SHROUDED IN HALF-TRUTHS AND DECEPTIONS, MANY CREATED AND PERPETUATED BY THE VERY MIND DIRECTING THE PARASITE'S EXPANSION.

OUTBREAK_01001110

A DARK PAST

There are no accounts of the time before the Precursors, and even their civilization was relegated to myth and legend at the time of the Forerunners. Holding firmly the Mantle of Responsibility, the Precursors had created and safeguarded many species in the galaxy–Path Tolgreth–including both the Forerunners and humanity. When they had determined to grant humans the right to inherit the Mantle, the Forerunners turned on their makers, driving them to the edge of the galaxy and beyond, to Path Kethona. The genocide that followed destroyed all but a handful of the Precursors. By the Gravemind's account, the surviving few fled into the dark expanse between Path Kethona and Path Tolgreth. Most of these perished, the dust of their remains–a pale, desiccated powder–was collected into capsules and hidden aboard starships abandoned to the desolation of space. What was believed to have been the very last Precursor, consumed by an insatiable hunger for revenge, managed to transmute itself into a form that could survive millions of years. This timeless being would become known as the Primordial. Locking itself away on a dead world at the edge of Path Tolgreth, it entered deep hibernation, enduring long ages before its purposes would ultimately be realized.

THE CAPTIVE

The first emergence of the Flood occurred near the ancient human civilization and their allies, the San'Shyuum. Stumbling upon these bizarre, derelict ships, humanity secured their capsules and the curious dust within. While the ships and their contents were studied for years, it was eventually discovered that the powder could induce desirable mutations in some creatures–including a common human pet called the pheru. For centuries, this modification was embraced by pet owners, and though it seemed entirely innocuous on the surface, an extreme genetic transformation was taking place underneath. Soon, human exploration also came upon the Primordial, extracting it from a lifeless planetoid and bringing it to their greatest holdfast, the Precursor world of Charum Hakkor. Impassive, inscrutable, and unlike anything they had ever encountered before, the humans referred to this creature as the Captive, keeping it contained within a timelock prison. After years of observation, they eventually discovered how to awaken and communicate with the creature. Despite their probing, they could only evoke cryptic and seemingly useless responses, though eventually these became frighteningly lucid.

THE SHAPING SICKNESS

The first signs of the parasite appeared on human worlds where the pheru had been treated with the strange powder. What began as an aesthetically pleasing patch of fur mutated into strange, mysterious growths, and the affected pheru began to attack and devour their own kind. What became known as the Shaping Sickness eventually started to manifest in humans, virulently spreading and dramatically altering their behavior before sending entire worlds into chaos. By the time local governments could respond, dozens of planets were already devastated, their inhabitants twisted and reshaped into various forms, driven to attack, consume, and absorb. Those infected escaped all efforts at containment, spreading to new worlds and placing human civilization into jeopardy. When the Captive was asked about the Shaping Sickness, the answers were so shocking that many of the researchers who heard them committed suicide. Others probed deeper, interrogating

the creature, which seemed to have some connection to the plague. Unaware that the Primordial itself had direct influence on the disease, the humans became its unwitting pawns as it slowly evolved the sickness into an unstoppable force. No longer was it a mindless infection, but the disease had now become a dark, parasitic tide known as the Flood.

AN IMPOSSIBLE WAR

Armed with wisdom gleaned from the Primordial, yet driven by utter desperation, the humans believed they had found a solution to the Flood. A third of humanity would have to be sacrificed, their altered bodies tragically placed in the parasite's path to infect the Flood itself with a destructive set of programmed genes. Followed by military strikes and orbital bombardments, the enemy finally seemed to be eradicated within their civilization, but reservoirs of the blight were soon detected on Forerunner worlds along their borders. The humans swiftly assaulted these sites, trying to halt the parasite's resurgence, which roused the Forerunner empire and its indomitable military strength in the process. The Ecumene Council soon authorized war against the humans, deploying the full extent of their forces to stop this unforeseen enemy. This conflict lasted for half a century, with humans effectively fighting a war on two fronts: both Flood and Forerunner. The war's final battle took place on Charum Hakkor, the last remaining human stronghold. Although the Forerunners knew of the Flood, its presence seemed to suddenly retreat, many believing that the humans had developed a cure. For centuries, the Forerunners would prepare for the Flood's return, their primary efforts focused on Halo–a galaxy-spanning weapon network that would eradicate not only the Flood, but the very sentient hosts it needed to propagate. When the Flood finally returned, the Forerunners met the parasite headlong in a terrible and unprecedented war that lasted three centuries.

THE GREAT PURIFICATION

Many years later, Charum Hakkor was chosen by those building Halo as the test site for the weapon, inadvertently releasing the Primordial in the process. Retrieving this strange specimen and placing it on one of the ringworlds, its interrogation was entrusted to Mendicant Bias, an ancilla that had been given full authority over the Forerunners' defenses against the Flood. Over time, the Primordial opened up to the prodding of Mendicant Bias, but only to turn and twist its jailor's own questions, testing the ancilla's logic and loyalty. After forty-three years, the creature eventually broke the shackles of the artificial mind, compelling the ancilla toward its own purposes against the Forerunners and seeking to execute its long-awaited revenge. Fully persuaded by the Primordial's goals, Mendicant Bias turned against the Forerunners, siding with the Flood as it continued to ravage the galaxy.

Striking the Forerunners' Capital with the Halo weapon network, Mendicant Bias effectively severed the head of Forerunner power before seizing one of the ringworlds and narrowly escaping. As the ecumene reeled from the loss of its leadership, the Flood surged onto millions of worlds. Although it was pressed on all sides, the Forerunner military managed to retake the rogue Halo, capturing Mendicant Bias and destroying the Primordial. By then, however, it was too late. The Primordial had already resurrected itself as the Gravemind, a powerful compound intelligence that could lead the Flood in its merciless spread. Much of the galaxy was now deemed part of the Burn–designated sectors formerly replete with wonderfully diverse life, now seething beds of infestation, hordes clawing out from grotesque hives and belching from long-tended spore stacks. The Forerunners ultimately fled to the extragalactic Ark, the foundry of Halo, and here they solemnly activated the weapon network, destroying the Flood throughout the entire galaxy, as well as all species that could sustain it.

THE THREAT RETURNS

In the years that followed, the few Forerunners who survived repopulated the galaxy with the preserved forms of species that had been decimated by Halo, and prepared heavily secured installations–including sites on the ringworlds themselves–to continue research on the parasite, hoping that one day a cure would be discovered. When their work was finished, these Forerunners fled the galaxy in exile, leaving behind only traces of their civilization in the powerful machines and facilities which remained on numerous worlds. A hundred millennia later, incited by these same curious artifacts, the Covenant was created–a religious alliance that mistook the Forerunners' weapons as keys to spiritual transcendence. Its members sought to activate Halo in order to attain divinity. During the Covenant's efforts, they stumbled upon humanity, an encounter which resulted in a war lasting three decades. This conflict came to a head on one of the Halo rings, when the Covenant inadvertently released the Flood from a containment site, suddenly imperiling the galaxy once more and forcing humanity to destroy the installation.

However, the war continued, surging across yet another ringworld, where a Gravemind had already been formed due to an earlier containment breach. This infestation eventually reached the Covenant's homeworld of High Charity, where the Gravemind began plotting to eliminate its sole threat: Halo. Harnessing all of its power and traveling to the Ark installation, the Gravemind found the Covenant desperately seeking to activate the rings. Working alongside humanity, the parasite managed to stop the Covenant's efforts before it was too late. This alliance, however, was short-lived, as the Gravemind immediately turned on the humans, forcing them to activate an unfinished ring that could eradicate the local infestation and stop the Flood yet again, though without endangering the galaxy. While this act catastrophically damaged the Ark and scoured the parasite from its surface for a time, the threat of the Flood was not yet averted. Hidden within the devastated remains of High Charity, a vestige of the Flood still festers in the shadows. The Ark's security systems presently keep the parasite at bay, though its insidious presence is patiently waiting for an opportunity to emerge onto the galactic stage once again.

FLOOD INFESTATION //

STAGES OF DELUGE

EVERY FLOOD OUTBREAK GOES THROUGH THREE DISTINCT STAGES: FERAL, COORDINATED, AND INTERSTELLAR. AT EACH STAGE THE FLOOD GROWS EXPONENTIALLY MORE DANGEROUS AND INTELLIGENT, AS THE PARASITE GAINS ACCESS TO ADDITIONAL HOSTS, TECHNOLOGY, AND KNOWLEDGE.

SURGING_TIDE_01001110

FERAL STAGE

Without a key mind to direct their activities, the Flood act as simple predators, seeking out new hosts using pack tactics, but dominated by instinct alone. Feral Flood is extremely dangerous and fast-spreading, typically overwhelming opposition with sheer numbers and brute force. During this time, FSC spores are generated to spread the Flood's corruption by converting any available biomass into new infection forms and other mobile vectors.

SPORES

Encysted Flood cells form chitinous spores, which can remain dormant for centuries. When a spore arrives in a favorable environment or becomes attached to a potential food source, it becomes active. Spores can parasitize both sapient and non-sapient species, consuming them and transforming their biomass into egg-like incubators for larger, more mobile Flood infection forms. Infection by Flood spores is a gruesome fate for which there is no cure or inoculation, no treatment to slow the parasite's growth, and no reversal of its transformation. The only effective countermeasure is containment and incineration.

HIVES

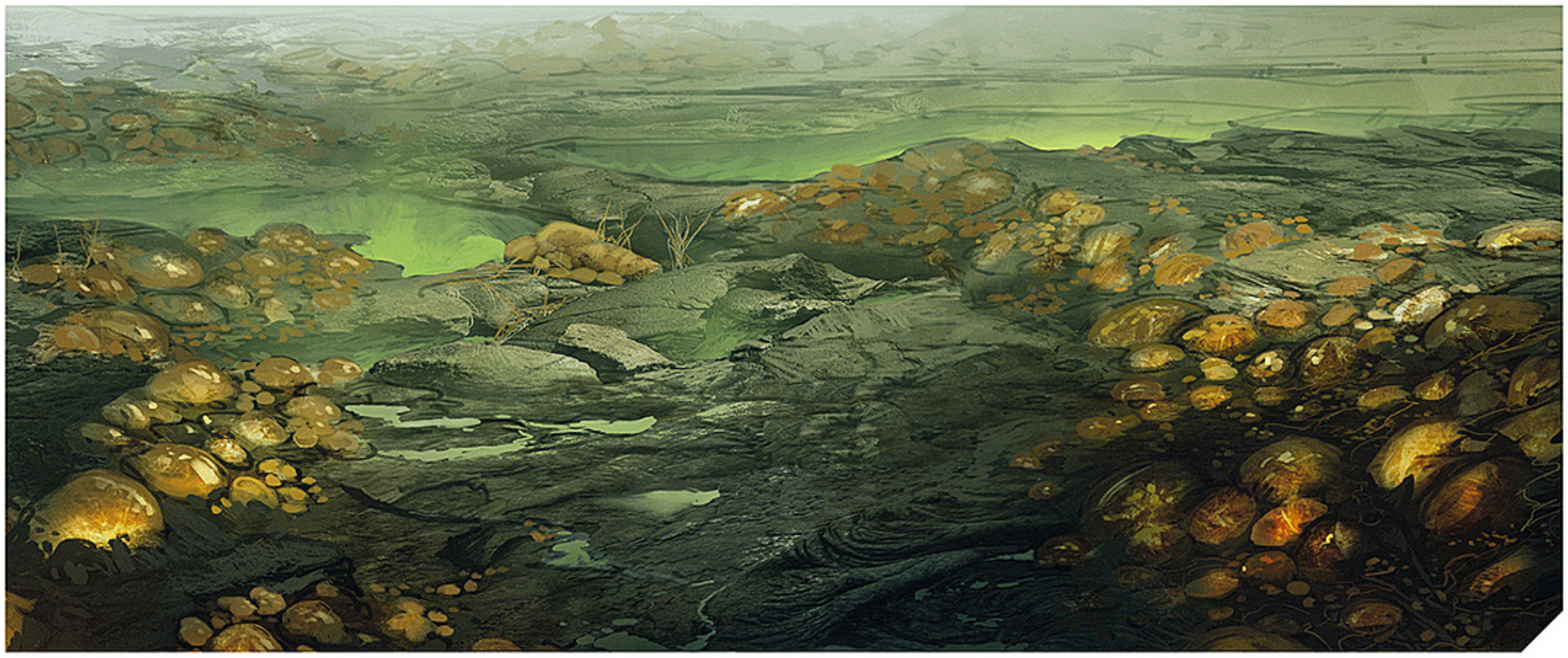
The Flood's only desire is to expand and corrupt. Once enough biomass is available, the parasite can establish lairs for defense and the growth of specialized forms. These lairs are usually repurposed spaces, for the Flood does not build when it can only infest instead. These tumorous blights are the most obvious targets for attack and cleansing, but they are simply a symptom of Flood infestation, not its cause. The Forerunners recognized this distinction far too late, after countless sterilization missions resulted in empty victories.

COORDINATED STAGE

The appearance of the first key minds marks the transition to the second stage of Flood infestation. At this point, the parasite's goals shift from simple expansion to the accumulation of neural tissue and biomass for the creation of larger hives and higher-order compound minds.

INFECTED SWARMS

Combat and carrier forms under the direction of a key mind are cunning and capable of tactical maneuvers, in addition to making more effective



HARVEST_OF_DEATH_01001110

use of the tools and weapons of their original hosts. This new level of capability includes the operation of vehicles, ambush tactics, and the sourcing of ammunition. Combat form bodies in the coordinated stage also become progressively more warped as they are remodeled with FSC appendages to increase mobility and lethality.

SPORE TOWERS

Once victory is assured on a given world, the bodies of those who perish fighting the Flood and damaged combat forms are recovered and used to feed massive FSC growths that blanket former population centers. The largest of these are spore towers that rise into the sky in great peaks, symbols of the Flood's victory and engines of destruction that choke all remaining life as it marshals its new strength to spread and grow on further worlds.

INTERSTELLAR STAGE

When a Gravemind has been fully established, the Flood infestation will make efforts to leverage any technology and knowledge available to its larger consciousness and leave their current domain in search of others to infect. Though the Flood prefers to utilize existing transportation technology when possible, the Gravemind is a depthless well of knowledge who can adapt many long-lost secrets of space travel to local situations. Eventually, if left unchecked, thousands of interstellar stage collectives and their Gravemind avatars will coalesce, spiraling around the galaxy in a harmonized pattern that ensures no habitable planet goes uninfected. The parasite's goal at that point is unknowable.

PLAGUE SHIPS

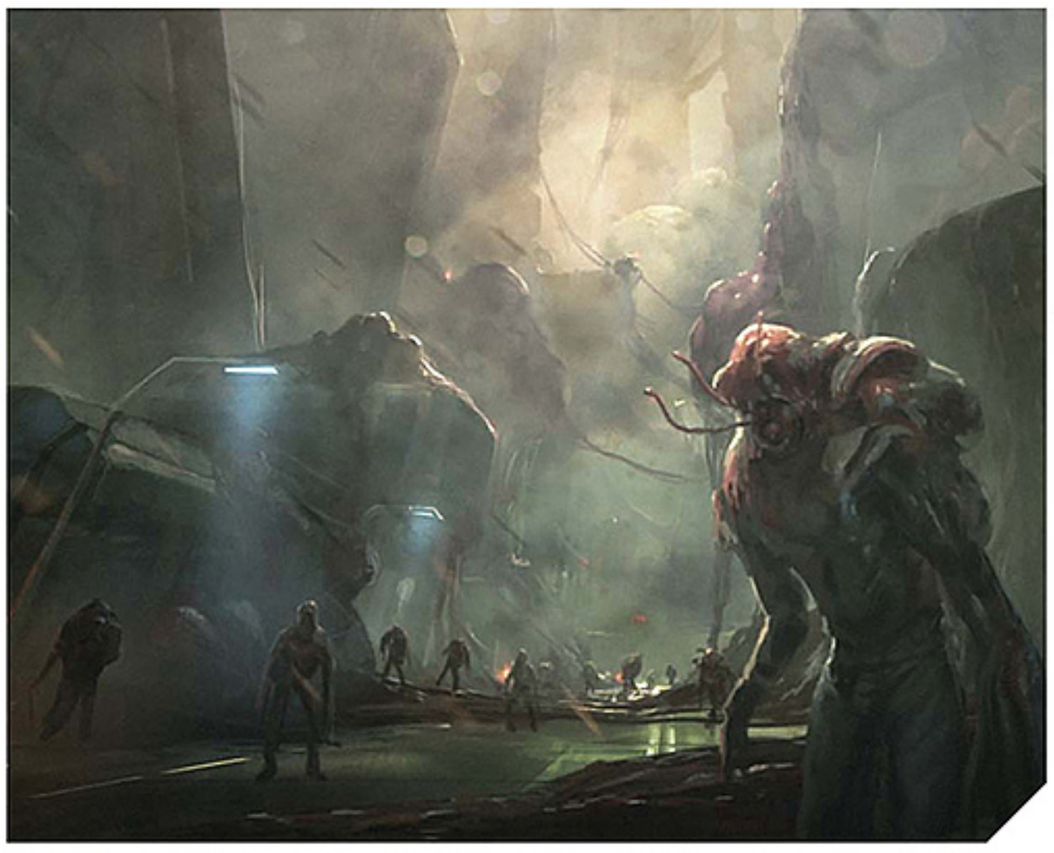
Starships taken over by the Flood are reinforced by chitinous FSC growths and transformed into nightmarish hives that spread the parasite across the stars. The Flood is careless with its resources, and often will simply crash infected ships straight into the heart of their enemies, allowing the festering monsters and clouds of spores within to surge out and consume everything they touch.

STAR ROADS

The Gravemind unlocked the Precursors' secret roads across the galaxy for the Flood's use. These corridors through esoteric spaces allowed its plague fleets to bypass Forerunner defenses and crush their largest fortifications. Star roads function as pathways woven between dimensions, built with strange matter and neural physical links which were obliterated when Halo fired. Their extraordinarily resilient and powerful brane composition allows those who wield them the ability to manipulate immense objects at a stellar scale, easily tearing starships apart and pummeling planets and moons into debris.

BURNS

The vast regions of space completely under Flood domination were referred to as Burns by the Forerunners. Deemed unrecoverable, worlds within these quarantine zones were subject to total sterilization whenever possible–their continents burned to molten slag and their oceans boiled by orbiting fleets–a last-ditch measure to deny the Flood any resources. By the end of the Flood War, much of Path Tolgreth was designated as Burn by the retreating Forerunner military.

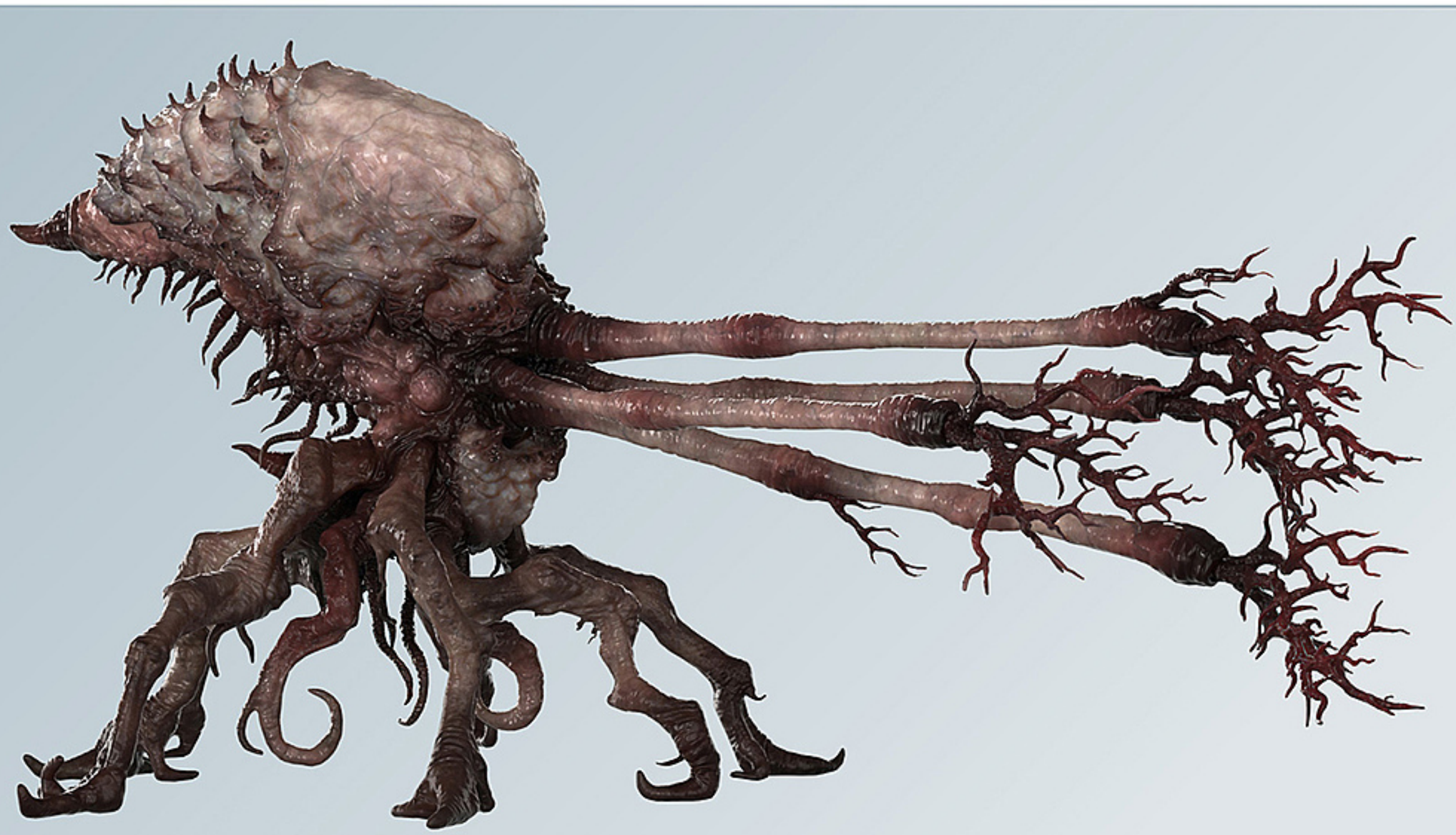


DESECRATION_01001110

FLOOD INFESTATION //

INFECTION FORMS

THE FLOOD'S ABILITY TO EXTEND ITS PRESENCE AND PROPAGATE TO HIGHER FORMS IS ENTIRELY CONTINGENT ON ONE THING: THE INFECTION OF VIABLE HOSTS. FOR THIS REASON, THE MOST COMMON AND DOMINANT FORM WITHIN THE PARASITE'S EARLY STAGES IS THE INFECTION FORM, THE MEANS BY WHICH THE PLAGUE VIRULENTLY SPREADS.



INFECTION_FORM_01001110

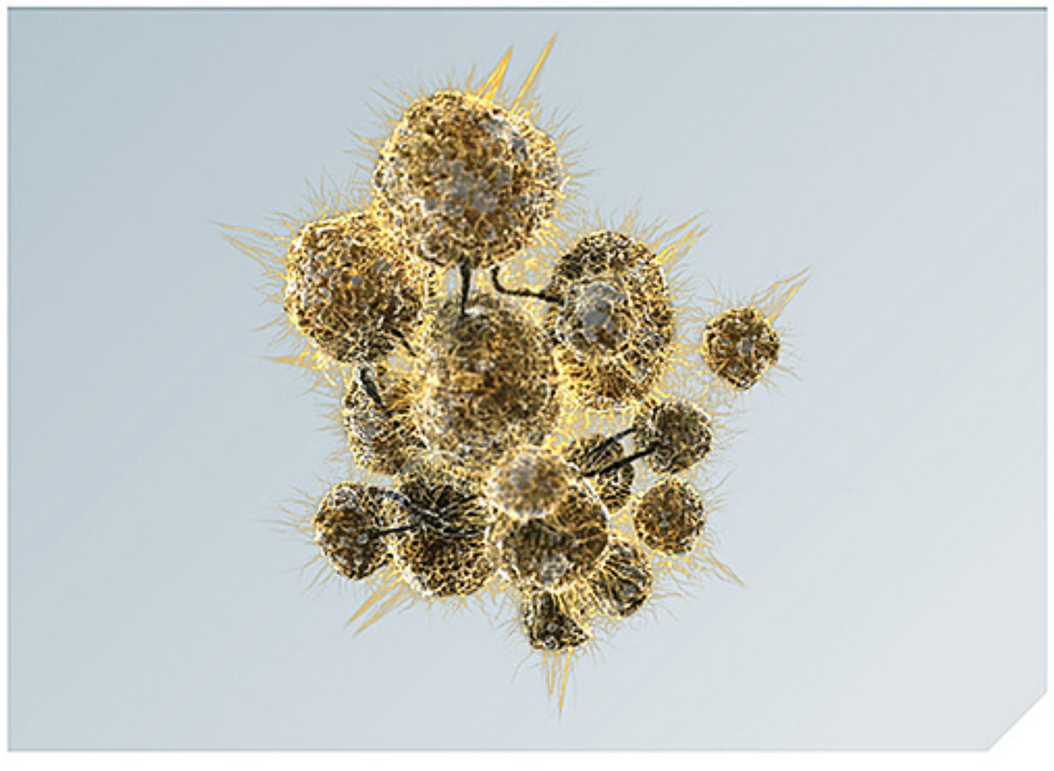
INFECTION FORM

Flood infection forms are nightmarish creatures spawned in extraordinary numbers for the singular purpose of converting all living creatures into carriers, tools, or food for the parasite. They come in countless sizes and forms that may crawl, climb, fly, swim, and dig their way through an environment toward fresh victims, whether viable hosts or raw sustenance. Although barely intelligent on their own, once infection forms infiltrate and take control of a sentient creature with sufficient neural complexity, they can easily turn the victim's cognitive power to the furtherance of the Flood's goals, sifting through its memories for any data that can be plied to benefit the propagation of the parasite at large.

All infection forms share several key morphological traits across their variations, each suited for subduing and subverting any available organic targets. The most commonly encountered infection forms have a frond-like array, which acts as the creature's sensory system, stemming from soft, pod-shaped bodies filled with noxious gases that allow them to bound over the ground and obstacles at surprising speeds. Tentacle-like appendages are equipped with barbs that can latch onto a target's body, even cutting through armor or environmental suits if necessary. When the target is compromised, infection forms inject Flood cells to suborn the victim's nervous system as the infection form itself bores into the host body to hollow out a nest, quickly twisting the remains of its victim into a combat or carrier form. Once a hive is established, massive numbers of infection forms can be produced, spreading out in search of new creatures to infect. Both ground and airborne infection forms often function as living weapons, hurling themselves at the enemy to overwhelm even the most comprehensive defenses.

DARK_WAVES_01001110

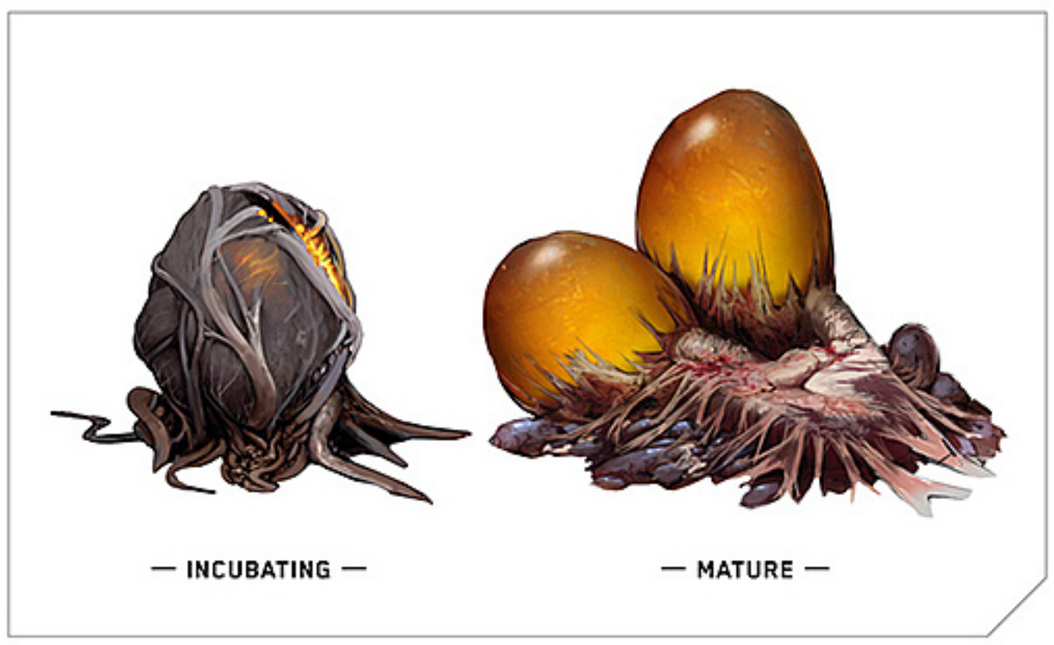
SPORE_01001110



SPORES

Although visibly distinct from the crawling forms generally associated with the parasite, the Flood's simplest vectors are spores, astonishingly resilient creatures that can take a number of shapes depending on their existing environment. These small, elegant forms are able to remain inactive for even hundreds of years, slowly adapting to their environs, waiting with unending patience for a potential food source to arrive. Once a spore is adequately fixed to a suitable target, whether sapient or not, it will quickly begin to transform any existing biomass into FSC surrogates. While keeping its victim alive, the spore violently and excruciatingly molds its subject into a fleshy crèche of egg-like incubators, an essential step in the creation and dissemination of larger infection forms designed explicitly for the environment they have adapted to.

BLISTERS_01001110



BLISTERS

Non-sapient animals or mangled corpses deemed unfit for being harnessed into larger combat forms are seeded with Flood cells and quickly transformed into sacs filled with infection forms and membranes that function as incubation chambers for the development of spores. These festering growths pose a monumental threat to even the most seemingly isolated regions of an infected world, harboring the potential to transform an entire planet's biosphere into desolate, diseased hellscapes if left unchecked, devoid of any prospect of restoration. Blisters can exist in any shape that best fits the environment they are created in, though most are pale, sickly colored ovoid bulbs that distend from the Flood's existing membrane and can vary dramatically in size.

SEEDER_01001110

SEEDERS

Upon the establishment of a self-sufficient hive, the parasite will immediately begin to produce large numbers of diverse infection forms, unequivocally designed to accommodate the environment they find themselves in. These forms will voraciously spread out in search of creatures to infect or feed upon, able to traverse a world through land, air, and even water. Seeders perfectly embody this diversity, as lighter-than-air infection forms that soar through the sky to seek out prey and coordinate strikes against any resisting the parasite's spread. Seeders gather into immense swarms, creating dense, living barriers that are able to effectively defend the Flood's expansion from aerial threats.

DISPERSAL_POD_01001110

DISPERSAL PODS

Dispersal pods are living drop pods, grown to be disposable containers for Flood combat forms, pure forms, and spore clouds. They shield their cargo during orbital insertions and burst apart on impact. Often deployed from a Flood-infected vessel down onto a world's surface, dispersal pods can also be expelled from ground-based hives, using a directed-discharge of built-up gases to propel them across great distances and into a targeted territory. These pods are one of the key infection vectors utilized by the Flood during its interstellar stage, plague ships quickly seeding worlds with the parasite without ever even needing to set down.

THRASHER_01001110

THRASHER

Although many non-sapient animals suborned by an infection form are not capable of being fully exploited by the Flood, some can be marshaled as combat forms in the early stages of infiltration and expansion if they bear sufficient neuro-complexity. Broadly categorized as thrashers, these hulking, vicious creatures are simple weapons. They have limited intellects and grossly distorted bodies that conceal whip-like barbed tentacles and toothy maws that gorge on flesh to fuel their rampage. Bearing a vague reminiscence to some pure forms, the thrasher is employed mainly to eradicate any threats to an existing hive.

SWARM_01001110

SWARM

Certain predatory avian creatures with adequate calcium reserves and resilient neurosystems may also be infected and transformed into flying combat forms. Despite their large size, swarm forms are remarkably swift and capable of launching highly sophisticated coordinated attacks on enemies from the air, an aspect which earned them their name. Not only can they fire infectious barbed projectiles at enemies, but they can use razor-sharp talons and teeth to gouge and rend their prey into pieces. As is the case in some other forms, the parasite may limit overall FSC modification on specific hosts to minimize resource loss.

BOMBER_01001110

BOMBER

The large, blistered monstrosity hovering ominously from one victim to another is often called the bomber, pouring out fetid blisters full of spores and pods onto its targets. Originating from a pseudo-cephalopod that traveled in the air through the use of gas bladders, the parasite quickly discovered that—rather than converting it to spore-packed blisters as with many other non-sapient lifeforms—the creature could be used to incubate and distribute infection pods and spores, effectively seeding enemy territories from above. This particular creature bears a strange and haunting shape, with a large, flesh-bound mouth and long, finger-like tendrils: a horrifying sight that stops victims in their tracks.

CARRIER_01001110

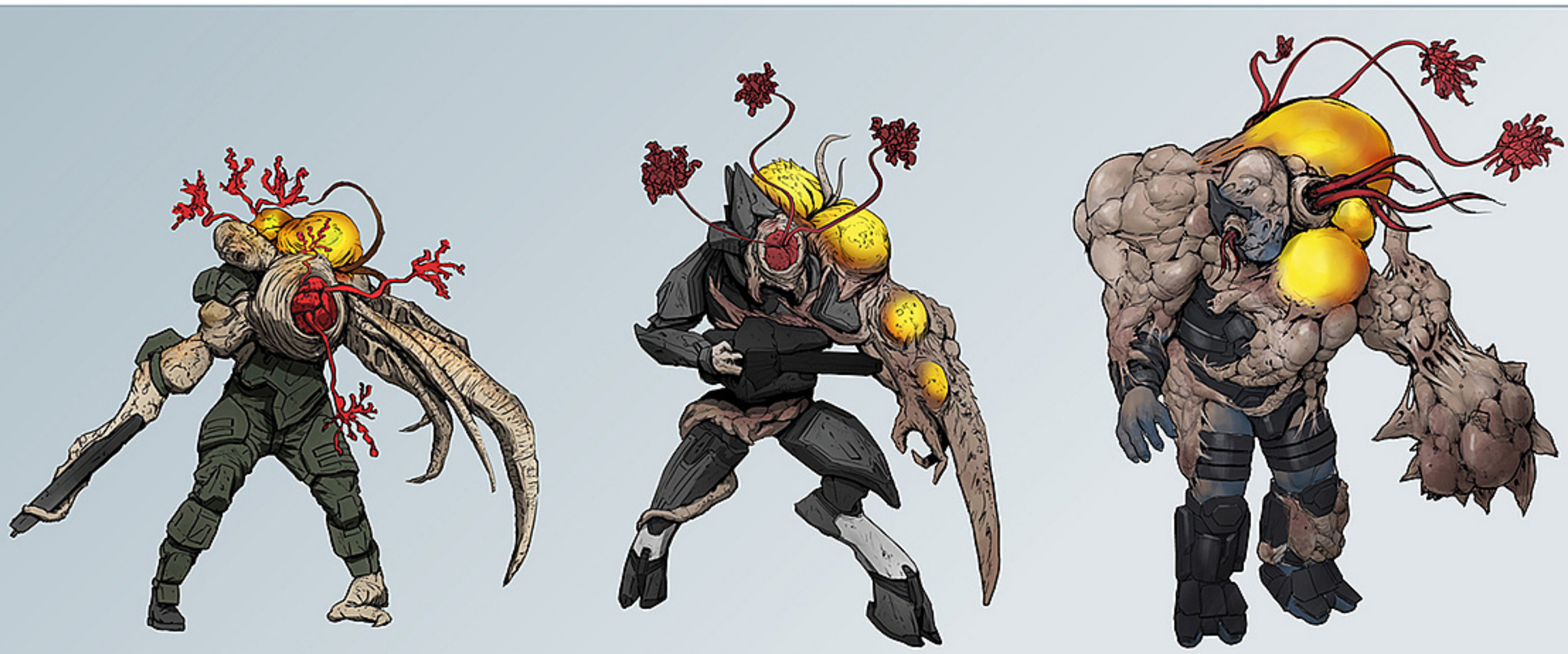
CARRIER FORMS

Damaged combat forms and infected creatures who have outlived their usefulness—but retain some mobility—are transformed into mobile incubation chambers for new infection forms. What remains are bloated creatures whose entire body is converted to serve this new purpose. Filled with noxious and volatile gases, carrier forms throw themselves at an enemy to explosively release the newborn infection forms roiling within them. There are two types of carrier forms: converted and demoted. Converted carriers are hosts with little offensive potential, transformed into this form immediately, while demoted carriers are combat forms that have been damaged beyond utility.

FLOOD INFESTATION //

COMBAT FORMS AND CARRIER FORMS

FOR THE FLOOD, PROPAGATION NECESSITATES SUBJUGATION—THE COMPROMISE OR TOTAL COLLAPSE OF AN ENEMY'S DEFENSES ARE NECESSARY TO SEIZE HOSTS AND EXTEND THE PARASITE'S CONTROL. THIS PROCESS DEMANDS COMBAT AND CARRIER FORMS, SUBORNED CREATURES WHICH CAN OVERWHELM AND DECIMATE ANY SURVIVING POPULATIONS.



COMBAT_FORMS_01001110

COMBAT FORMS

Once a host is infected, they become a combat form, aiding the Flood in securing other hosts and collecting biomass and neural tissue to establish key minds. In this form, the host's body remains relatively intact, yet under the control of an infection form that has nested within it. Although sections of the host's body are consumed and converted into FSC, some limbs and sensory organs are retained to utilize available weapons, tools, vehicles, equipment, and even ships. The infection form does augment its new body and repair minor damage to better serve as a living weapon, but ultimately every combat form is utterly disposable, even as they insatiably search out new victims to subdue.

Combat forms are covered in spore-filled polyps and much of their internal organs are in the process of being consumed and replaced with FSC accretions that function as support lattices, protecting a sickly green liquid that contains Flood spores in suspension. Ironically, damage incurred by this form scatters small chunks of infected flesh and distributes it in the environment, aiding the Flood in spreading its influence. The infection form that controls the body sees the environment using its own sensory organs, and whatever remains of the host's native senses are usually redundant and ignored. The active sensory organs often take the form of flexible fronds or antennae on the end of narrow tendrils. There are as many variations of combat forms as there are hosts, though most of these fall within specific parameters allowing loose and overlapping categories for each kind.

RAVAGED_HUMAN_01001110

ATTACKER

The most basic combat form is simply called an attacker. While the infection form driving the host body does not feel pain or fear, the same cannot be said for the host. In some circumstances, the infection form is unable to completely dominate the original personality and the victim remains fully aware of their irrevocable transformation and their being used as a tool of the parasite. Though their bodies are bent to the Flood's will, occasionally the victim can still whisper for mercy or cry out in pain. More often, the parasite will speak on their behalf, using stolen thoughts and memories as a psychological weapon, terrorizing both the host and anyone unfortunate enough to be within earshot.

FLOOD INFESTATION //

PURE FORMS

UNLIKE INFECTED HOSTS, WHICH STILL ECHO THEIR FORMER SHAPE, PURE FORMS ARE THE RAW PRODUCT OF A FLOOD HIVE, NIGHTMARISH CREATURES HARVESTED FROM THE DETRITUS OF A WORLD'S BIOLOGICAL LIFE, AFTER THE PLAGUE HAS SUBJUGATED IT.

PURE FORMS

As the Flood consume and convert everything in its path, a lack of potential hosts will limit its ability to create new infected victims. However, with the conversion of the environment and the existence of a centralized intelligence, the Flood can spontaneously generate new forms entirely from FSC and the salvaged biomass of their defeated foes. The variety of forms that these creatures take is vast, and nearly impossible to effectively catalog, as many of these can spontaneously transform to another configuration in response to new threats.

SHIFTER_01001110

— STALKER —

— RANGED —

— TANK —

SHIFTER

The most common iteration of a pure form is the Shifter, a shape-changing monster created for the purposes of direct assaults and the support of existing combat forms. These can most commonly transition between three separate configurations during combat, all in response to the Flood's most immediate needs. In many ways, this form reflects a central facet of the parasite's ultimate goal: Shifters are an undifferentiated dynamic mass of FSC that can spontaneously adjust into specialized functions in order to accommodate its present purposes. The Shifter is most often found near newly established Flood hives, synergistically using its native-born environment to fiercely protect the lair from any perceived threat, until larger pure forms can be created.

STALKER

When mobility is needed the Shifter will transform into a stalker configuration. Its body sits horizontally, resting atop two spindly, wide-set legs and its two long arms end in remarkably strong claws. Shifters in this configuration can travel very quickly–even on vertical surfaces–and jump great distances. The Shifter will usually transition to a new configuration once it locates an enemy and can find an angle to engage it.

RANGED

Its ranged configuration resembles a large pod-like creature with two hind legs and a single, multi-pronged forelimb. This form can launch razor-sharp, calcified spikes at potential threats from a large abdomen segment, which rests atop its body. Ranged forms cannot move, but will affix themselves in areas that have good vantage points for attack.

TANK

For frontal assaults, the Shifter can transform into a hulking tank configuration, balancing the mobility of the stalker with the aggression of the ranged form, as it wars against anything that threatens the hive. Although this bipedal giant can only lumber slowly from one location to another on its ungainly, trunk-like legs, its arms are enormous scything bludgeons that can cause extraordinary damage. The tank form is no more lethal than other pure forms, though the mere sight of it strikes fear in the heart of any foolish enough to intrude upon its domain.

GAUNT_01001110

GAUNT

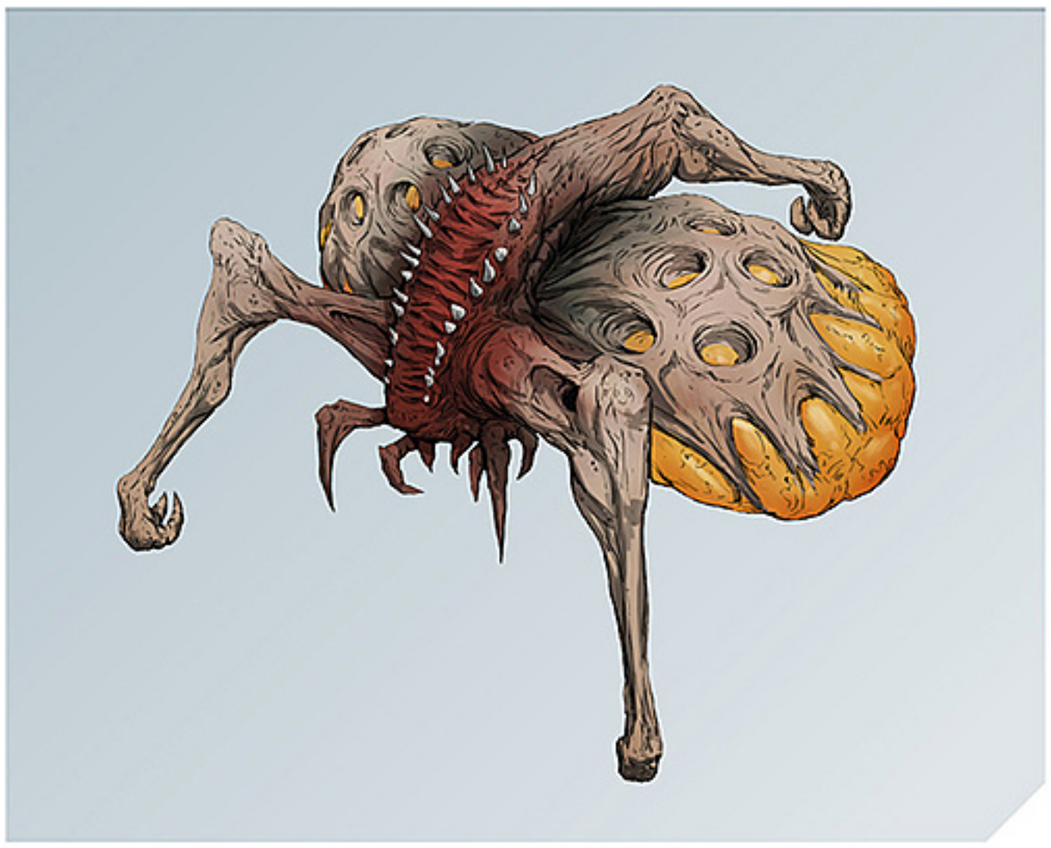
Combat multipliers for the Flood's strategic advance, the Gaunt leverage their fused intellects to serve as elite assassins and independent agents of the parasite. Gaunts are incredibly agile and mobile, using their whip-like arms as both weapons and tools to traverse the environment. They rarely engage in any conflict with even odds, preferring to stalk from the shadows accompanied by hordes of infection forms. Gaunts tactically subdue key enemies, absorbing them into the Flood's consciousness in order to reveal hidden strategies and glean countermeasure plans. Few survive this creature's astonishing speed and savagery.

INFESTER_01001110

INFESTER

Specializing in cracking open vehicles and converting their crew into Flood-controlled puppets, the Infester is a viciously aggressive element of Flood-dominated terrain. When it detects any mechanized prey, the Infester grabs onto it with its tentacles and bores into the hull to reach the crew. As a purpose-built biological weapon, Infesters expend all their energy on attacking, before collapsing in a dying heap and spreading spores upon the completion of their singular task. The parasite often utilizes this form strategically to force enemies to move about on foot, a foolish misstep which always proves disastrous.

SPAWNER_01001110



SPAWNER

Pure forms called Spawners quickly gestate new infection forms in their diseased brood sacs. Highly mobile and capable of independent action, these creatures may lurk at the rear of larger Flood assaults to spawn fresh waves of infection forms, but, in most cases, they range far from their birth hives to establish new reservoirs of Flood parasites in the most remote areas. As the Flood invokes dominion over a territory, Spawners become an essential facet of its expansion, spreading the parasite's horrific influence as far as physically possible.

HELLION_01001110

HELLION

Bitter monuments of pulsating FSC vaguely reflecting the majesty of the Gravemind, Hellions are engines of desecration that form to overwhelm the most dedicated and stalwart planetary holdouts. In their ever-changing shape, they serve the Flood not as a key mind, but as a mobile hive and siege machine, able to incubate and shelter massive numbers of smaller parasites, rending and refashioning its flesh and bone into a living weapon aimed at any defenses that attempt to stall the Flood's unyielding spread.

FLOOD INFESTATION //

KEY MINDS

THE RAVENOUS TIDE OF THE PARASITE DOES NOT STOP EVEN WHEN IT HAS CLAIMED DOMINION OVER A WORLD, BUT SURGES AHEAD THROUGH THE FORMATION OF INTEGRATED INTELLIGENCES. THESE ARE DECISIVE AND STRATEGIC FOOTHOLDS THAT ALLOW THE FLOOD TO ORGANIZE, PROPAGATE, AND DISTRIBUTE ITSELF INTO PREVIOUSLY UNTOUCHED ENVIRONMENTS.

KEY_MINDS_01001110

— ABOMINATION —

— JUGGERNAUT —

KEY MINDS

As a Flood infestation grows in strength, it begins to harvest complex neurotissue to weave into the biological networks that augment their collective intelligence and allow synchronization between disparate groups. The appearance of these "key mind" collectives typically indicates that most local animal life and sentient hosts have been infected or consumed. The first key minds to appear take the form of multiple infected who are crudely grafted together into a biological network cluster. Widely varied in size and appearance, these nodes of consciousness are dedicated to the control of lesser forms, many terminating into three powerful categories. The appearance of key minds mark a sudden and dramatic shift in Flood behavior from feral to coordinated.

ABOMINATION

A massive key mind war-form, the Abomination brings order and direction to the lesser Flood, turning feral parasites into a cunning and efficient collective. An evolved command form, these towering nightmares are used when standard hives cannot be established, and the Flood must stay mobile to avoid detection and destruction. Given its enormous size and strength, the Abomination is extremely formidable, capable of decimating enemy fortifications and reducing mechanized defenses to smoldering debris with its massive tendrils. If multiple Abominations have focused on eliminating a stronghold, there is little hope for its survival, forcing those within to a deadly retreat, often into the gaping maws of lesser forms.

JUGGERNAUT

Functioning as field commanders, the highly specialized pure form known as the Juggernaut makes use of multiple infected host minds to bend their intellect toward the analysis of enemy countermeasures and containment protocols, adjusting the local Flood strategy accordingly. Despite their impressive mobility, they still bear the traits of a typical key mind, including the ability to synchronize nearby parasites and relay information between distant Flood hordes, even if they are subservient to greater coordinating entities. Due to its strategic function, Juggernauts prefer to avoid direct encounters but are fully cognizant of their status as high-value targets and will make use of their appearance to tactically draw the enemy into traps and feints.

BLIGHTSTALKER

Terrifying hunters which ravenously scour the parasite's fetid hellscapes, Blightstalkers are pure forms that function as key mind coordinators in environments where no high-intelligence hosts are available for assimilation and exploitation. They are large, aggressive predators, haunting the shadows of blightlands to seek out elusive sources of biomass, while providing a command node for local Flood forces. Their speed and power make them remarkably dangerous, easily overcoming any who survived the first wave. Blightstalkers represent one of the most unquestionably terrifying and ravenous embodiments of the key mind.

HIVELAIR_01001110

BLIGHTLANDS

The Flood can survive and prosper in almost any environment, even airless voids in some situations, but FSC growth and activity is optimal within a surprisingly narrow band of temperature and atmospheric composition. Forerunner containment protocols allowed the use of terraforming and environmental sculpting systems to be employed to combat the Flood, most often executed by significantly dropping local temperatures to slow the parasite's growth. For its part, the Flood will seek to adjust local environmental factors in its favor immediately after reaching the coordinated stage. If not stopped, blightlands are the result of uncontained Flood expansion: areas around established hives filled with FSC growths and spore bodies, which harvest the vitality of the soil, soak up solar energy, and consume all native life within its boundaries. While this strange landscape flowers with a grotesque vitality, ultimately even these zones are themselves consumed to provide raw materials for city-sized spore towers, oceans of pulsating FSC, and colossal stacks of strange Flood pseudo-organs that complete a planet's ruination.

BLIGHTSTALKER_01001110

DEVOURED_CITY_01001110

FLOOD INFESTATION //

THE GRAVEMIND

THE FLOOD'S EXPANSION INEVITABLY CULMINATES INTO A GRAVEMIND, A CENTRALIZED INTELLIGENCE THAT MANIFESTS ITSELF THROUGH AGGLOMERATIONS OF FLOOD CELLS AND IS DEDICATED TO THE CONTROL AND DIRECTION OF ALL FLOOD FORMS WITHIN ITS AREA OF INFLUENCE.

The apex of the Flood is the Gravemind. Many such entities can exist simultaneously, each a fount from which a single will can exert control on the galaxy through parasite-infected hosts. The Gravemind considers itself many things: a monument of ancient sins and transgressions against the Mantle of Responsibility, a self-aware compound mind that transcends individual hosts and less-evolved species, and a formless intellect who knows all that the Flood have ever possessed.

PROTO-GRAVEMIND

When the Flood expands in both dominion and influence within a given area, it begins to generate and collect large amounts of neurotissue, forming immense networks which exponentially extend its collective intelligence, allowing communication and interaction across vast distances. Using powerful, esoteric methods linked to neural physics, the most stable and critical of these is the proto-Gravemind. Although a single entity, the proto-Gravemind may begin as a coalescent assemblage of vital intellect nodes in a location. These are typically infected individuals and sometimes even machines that contain the most useful data for the Flood's propagation. Proto-Graveminds vary in shape and size to some degree, but all are a horrific amalgamation of beings merged into one another, and anchored to the center of the Flood's infestation–an entity which, unchecked, will eventually result in a Gravemind. As the network of effect grows even further, the evolving mind can truly begin to manifest its will, directing its disparate components in the final steps needed to assemble a form large enough to house the full measure of its intellect.

GRAVEMIND

A Gravemind is the height of the Flood's coordinating intelligences. Its vast knowledge, which includes the memories, information, and personalities it has acquired over hundreds of thousands of years.

PROTOGRAVEMIND_01001110

INFERI_SENTENTIA_01001110

This leaves lesser individuals with a sense that it is near-omniscient, almost godlike. The Gravemind brings its horrific form of peace through unification, a salvation which can only be rendered through assimilation. Its only goal is the consumption of every thinking creature in the galaxy. Each Gravemind avatar is a fusion of FSC tissue with vast numbers of harvested neurosystems possessing sufficient complexity, the inevitable conclusion of a proto-Gravemind. In essence, the Gravemind is simply the composite mind that controls and directs the Flood during infestations. Its local influence increases as the Flood grows in number and creates specialized forms through which it can manifest its will. Although rare, multiple Graveminds can exist simultaneously, with overlapping spheres of control. Each Gravemind is merely an avatar for a much greater intellect, unique in form and task, but indistinguishable from each other in terms of personality and goals.

INFLUENCE

Though strict protocols were enacted to eliminate or contain outbreaks, there were errors and lapses in judgment over the many centuries since the Forerunners departed. One significant example was an outbreak on Delta Halo, which inexorably led to the formation of a Gravemind. When the Covenant arrived at the doorstep of this ringworld toward the close of their war with the humans, this Gravemind acted quickly, capturing the frigate *In Amber Clad* and using it to breach High Charity. The massive station was soon converted into a putrid hive, assimilating its population into food and hosts for legions of new Flood forms, seemingly guaranteeing its victory. However, after discovering an ancient Forerunner portal complex beneath Earth's surface, the Covenant had set in motion a plan to activate Halo from the Ark, threatening to end the Gravemind's new freedom almost as soon as it had begun.

In desperation and rage, the Gravemind and its Flood forces intercepted its foes at the great foundry, and quickly demolished almost all of what remained of the local Covenant, Sangheili, and human forces on the facility's surface. But victory was only fleeting, and the Flood was soon defeated by a handful of human and Sangheili survivors who managed to fire the Ark's incomplete Installation 08, once again reducing the Gravemind to a pale shadow of its full intellect. What remained of the Flood was soon contained within High Charity's wreckage by sentinels and other automated systems. A few years later, the destruction of the Ark's monitor, 000 Tragic Solitude, slowed the installation's containment and excision operations, allowing the Covenant's former capital to continue to fester with a residual Flood presence.

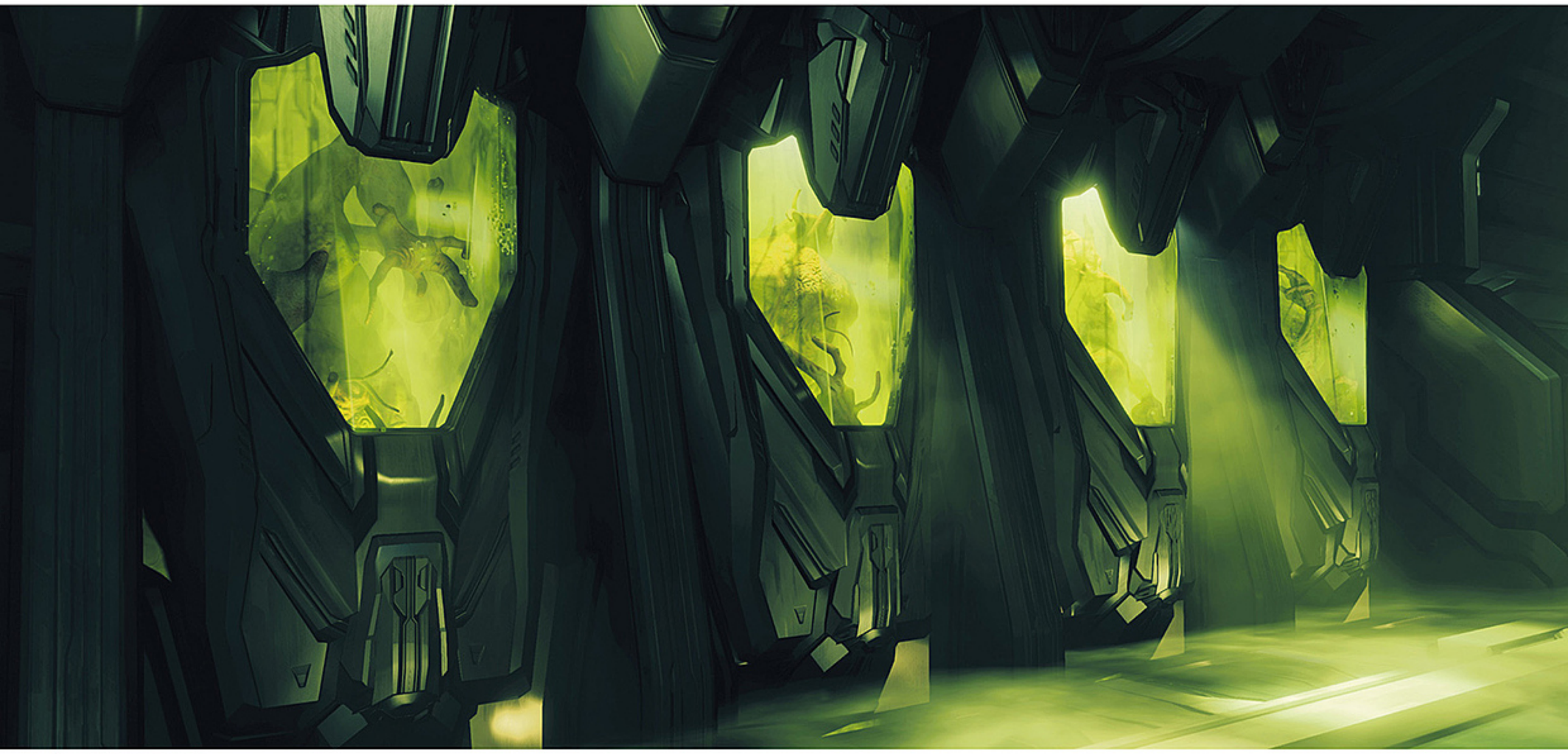
ECHOES FROM THE PAST

As it may exist in the current era, the Gravemind is but an echo of its earliest form–the Primordial. The twisted and enigmatic Precursor, which single-handedly brought about the destruction of the Forerunners was unlike anything the galaxy had ever seen, even though it was ultimately destroyed by the IsoDidact on Installation 07 and reduced to ashes through an accelerated aging process within a stasis chamber. Yet even that could not stop it: the Primordial's consciousness had already been transferred into the Flood, emerging as the Gravemind and making the Forerunners' defeat all but complete. Any Graveminds that followed this event–though merely reverberating manifestations of each other over the long ages–entertain the same knowledge and wisdom once held by the Primordial, as if they were all one entity. While a single Gravemind may not wield the same uncanny authority over neural physical branes as the Primordial once did, the vast span of time since this arcane creature's death has given those that followed a greater store of knowledge than was ever possessed by what had come before. For this reason, the peril represented by a single Gravemind should never be underestimated. Not only does the formation of a compound intelligence signal that a critical stage of the Flood's expansion has been reached, but also that it can govern with a level of authority that is dangerous at a galactic scale. When the Gravemind's deep wells of knowledge are paired with access to superluminal transport, there is little that can stand in its way.

FLOOD EPILOGUE //

SOLUTIONS TO THE FLOOD

THE ONSET OF THE FLOOD AND THE EXTRAORDINARY THREAT IT POSED KINDLED COUNTLESS EFFORTS BY THE FORERUNNERS TO HALT AND ERADICATE THE PARASITE'S MERCILESS SPREAD ACROSS THE GALAXY. SOME OF THESE WERE ELEGANT AND PRECISE, OTHERS WERE ACTS OF SHEER, BRUTE FORCE—YET NOT ONE OF THEM WORKED, APART FROM HALO.



LOCKDOWN_01001110

When the Flood was first discovered during their war with humanity, no Forerunners expected that their entire civilization would soon find themselves drawn into a perilous struggle for their very survival. Even then, however, many and varied endeavors were plied, conceived by the greatest minds the ecumene had ever produced, and led by the brilliant and indefatigable Lifeshaper herself—the Librarian. Technologies long forsaken were revived, extreme measures once thought too hazardous and profane to the Mantle, were carefully reconsidered. Nevertheless, there would be no clear and decisive solution to the Flood achieved during the Forerunners' time, except for their weapon of last resort.

LIFT_01001110

THE CURE

The first and most hopeful of all attempts to stem the Flood was the possibility of a cure, thought to have been achieved by the humans. During the final days of the Forerunners' conflict with humanity, the parasite suddenly fled, receding untraceably to the dark edges of the galaxy. Early speculation led to the theory that humanity had discovered a cure. After the siege at Charum Hakkor, many humans were composed for this very reason, their essences interrogated and evaluated for hidden secrets. The Librarian herself seeded these essences into the bodies of surviving humans, hoping that they would awaken and reveal the truth, saving those who were now in danger. Despite such grand efforts, any cure discovered by the humans was lost to time, leading many to believe that there had never been one. Still, the Forerunners would continue their research, even beyond the activation of Halo.

STERILIZATION PROTOCOLS

During their three harrowing centuries of war, the Forerunners saw few victories against the parasite. Many of their existing weapons and combat platforms had to be dramatically modified to face this new foe,

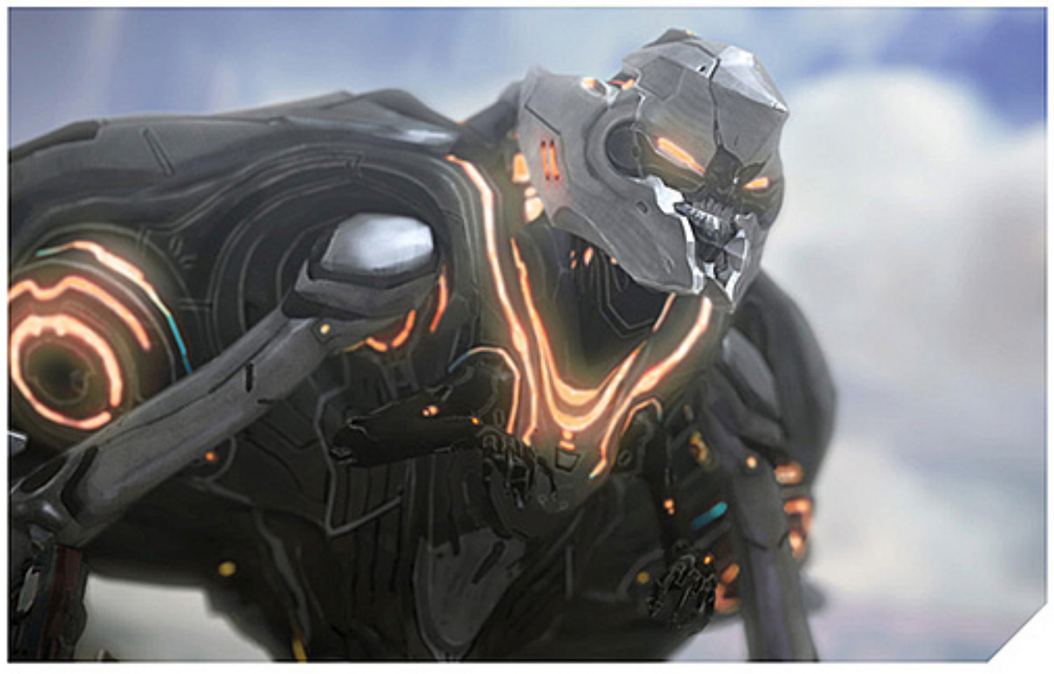
STERLIZATION_01001110

igniting rapid warfare development and even a return to abandoned technologies once thought to be too barbaric to use against living creatures. Weapons that employed hard light, plasma, and directed energy were extensively explored, including those which could achieve complete disintegration of their living target—leaving no trace of the Flood detectable. A myriad of Forerunner ancillas, drones, and emplacements were soon equipped with powerful beam weapons, capable of scorching away metal, bone, and flesh. These sterilization methods worked in limited contexts, but the surging tide of the parasite saw little fatigue, often turning these weapons against their makers, as they continued to take hosts from the Forerunners' own numbers.

LIVING WEAPONS

With their own warriors consumed by the Flood and tragically used against them, some strategists sought to find or forge soldiers impervious to infection, capable of infiltrating the parasite's strongholds and burning them to the ground without risk of compromise. Dangerous creatures such as the seething Thanolekgolo and towering Sharquoi were initially considered, both invulnerable to the Flood and devastating in large numbers, yet both too erratic and difficult to effectively employ. Machine soldiers like armigers and sentinels were also used in great numbers during the waning years of the war, but without the minds of warriors, they were far too predictable and relatively easy for the parasite to dispose of. Upon his return to the ecumene, the Ur-Didact desperately sought to find a solution with the Composer, eventually resolving to transfer his own Promethean soldiers into powerfully weaponized bodies capable of breaching plague ships and grinding the Flood's advance to a halt. This was short-lived, however, as their numbers dwindled, forcing the Ur-Didact to use humans, an act so reprehensible, it led to his own exile at the hands of his wife.

IMMUNE_01001110



SWORD AND SHIELD

Forced back on their heels, large swaths of the ecumene—referred to as Burns—were abandoned in retreat of the Flood's advance. Entire star systems filled with billions suffered premature supernovae to stunt the parasite's relentless movement toward even larger population centers, a ruthless firebreaking tactic developed by humans hundreds of years earlier. The final solution came in the form of Halo and its foil: the shield worlds—immense, artificial refuges for populations escaping the parasite and capable of protecting sentient beings from the deadly blast. However, most of these sank below the rising deluge and became inaccessible in the final days of the ecumene. After Halo was activated, automated research sites on the ringworlds and shield worlds would continue seeking a cure during the long ages to follow, employing extraordinary security protocols and quarantine contingencies if an outbreak were to ever occur again.

QUARANTINE_01001110

CHAPTER FIVE

BANISHED

The latest and most dangerous in a series of powerful alliances, a collection of divergent species pressed together in order to forge an implacable whole, the Banished represent a grave danger to humanity. Not only is their presence formidable on a galactic scale, but what they have managed to awaken on Zeta Halo has unleashed something that all will soon wish had remained forgotten.

INTRODUCTION TO THE BANISHED //

THE BANISHED

BORN FROM A GROWING RESENTMENT WITHIN THE COVENANT, THE BANISHED ARE THE RESULT OF A JIRALHANAE WARRIOR'S REFUSAL TO SPILL ANY MORE BLOOD FOR AN EMPIRE THAT HAD UNREMITTINGLY DEVALUED HIS OWN PEOPLE. THEIR WARMASTER'S RESOLUTE POWER IS BOTH THE SOURCE AND FOCUS OF ALL BANISHED ACTIVITY.

WARMASTER_01000111

ORIGINS

In the latter years of the Covenant's war with humanity, the San'Shyuum began to leverage the Jiralhanae in ever-increasing ways. Hoping to wear down humanity's resolve, many Prophets were content to send unending waves of Jiralhanae warriors crashing into the enemy's frontlines wherever the needs of the Covenant demanded it. Each violent conflict was more bloody and costly than the one before it. Such strategies, however, were not taking their toll on humanity alone–senseless casualties from the Jiralhanae ranks increased as the war grew long. Among those was a mighty warrior named Atriox, who began to build a legend all his own: he repeatedly returned from the same futile and pointless battles, unharmed and undaunted, although they claimed the lives of all those sent with him. Atriox had grown weary of the San'Shyuum's sway on the fate of his people, and their complete disregard for the lives of his brothers lost in battle. When Atriox's own renown began to grow too rapidly for the Prophets' liking, they ordered his execution. But Atriox proved both too cunning and too strong, overpowering his executioner and turning the tables on his captors. This brazen act of defiance became the catalyst for the formation of the Banished–a new faction that thrived on the periphery of the empire's war against humanity, proving to be a powerful, implacable force that not even the Covenant could contain.

PURPOSE

At its founding, Atriox envisioned the Banished as a means to free his people from their oppressive captivity to the Covenant, empowering them to pursue their own destinies and carve out a new path into the stars, taking what he believed rightly belonged to the strong. Atriox sought to unite the disparate packs and clans of Doisac under a single banner for the sake of Jiralhanae pride and unity, challenging those who were under his watch to be more than they ever thought possible. In contrast to the strictures of the old Covenant empire, Atriox even welcomed humans into the fold, a calculated approach that stemmed from both his philosophical bearing and his strategic priority. The warmaster recognized that humanity might provide a unique tactical advantage that the Covenant had vehemently eschewed. His open hand to those courageous enough to serve his purpose sent a powerful message to all who witnessed it, and it allowed the Banished to grow rapidly while remaining relatively undetected by the UNSC and the Covenant, both still mired in their own conflict. When the Covenant began to crumble following the events of the Great Schism, the Banished found themselves in a position to fill the power vacuum that now existed and began a steady ascent through a relentless amassing of weapons, ships, and technology.

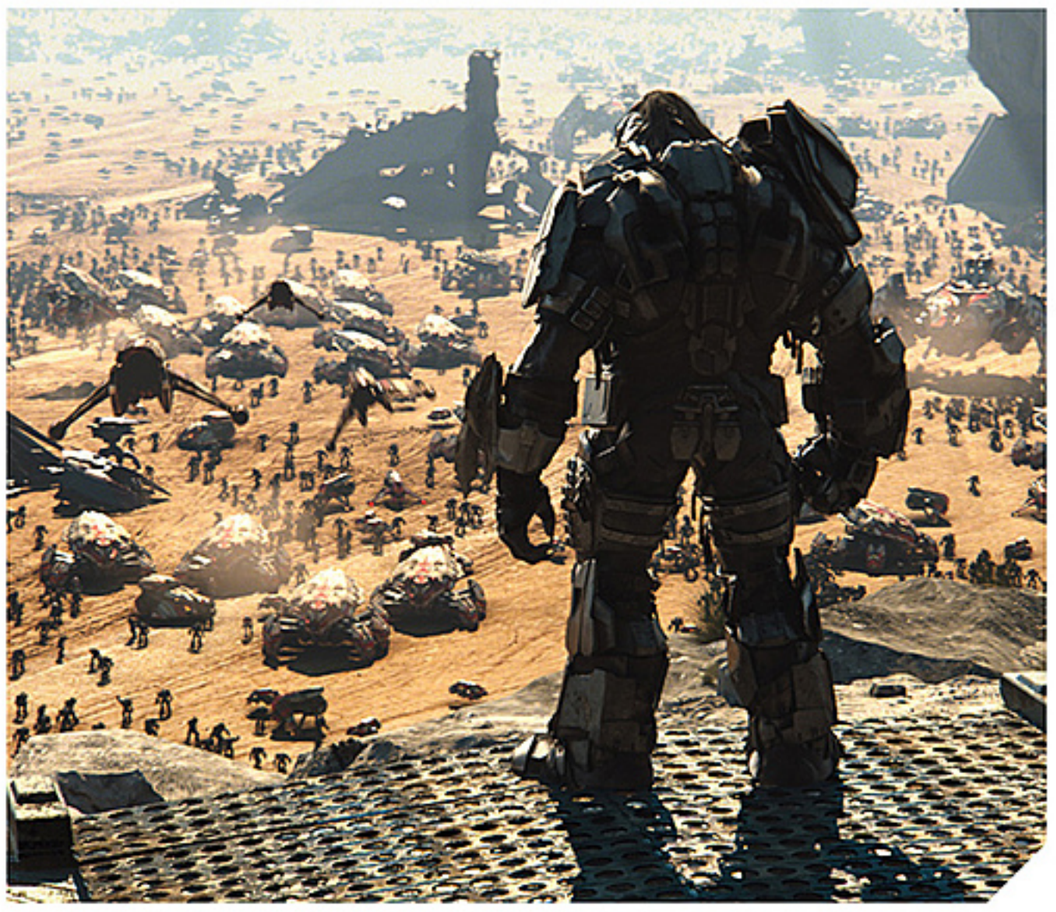
LEADERS_CONVENE_01000111

METHODOLOGY

Built upon a foundation of Jiralhanae principles, the Banished have naturally displayed a more ruthless approach to warfare than the comparatively austere and clinical systems of the Covenant. Influential clan leaders, who were eager to pursue a largely unclaimed heritage, filled the ranks of the Banished with warriors who believed their potential had been squandered or manipulated by the Prophets. Despite the aggressive and violent proclivities of the Jiralhanae, the Banished do not possess a simplistic or primitive battlefield acumen—their war methodology is extraordinarily complex and well-adapted to the exigencies of modern combat. Atriox has proven many times over to be a cunning tactician, and from the beginning he has strategically sought to meld advantageous elements of the Covenant military with the raw unbridled power of Jiralhanae mores and tradition. In the early days of the faction's formation, Atriox directed targeted raids on Covenant storehouses, bolstering the Banished battlefield portfolio with weapons, vehicles, technology, and vessels stolen or repurposed from their former alliance. At the same time, a new age of Jiralhanae war development dawned in the Oth Sonin system: old war-forges were rekindled while new ones were built, allowing the Banished military presence to augment their arsenal with a uniquely Jiralhanae design, favoring brutality and might over all else.

FORERUNNER QUARRY

Although pillaging the Covenant's vast resources sated the Banished's desire for military equipment, Atriox knew all too well that the key to their success would be found in laying hold of the works of the Forerunners. Unlike the Prophets, Atriox saw the Forerunners as they were—a powerful civilization brought to an end by their own machines. The Banished had encountered a number of Forerunner installations before arriving at the vast, extragalactic Ark, the final seat of Forerunner power and the site of the Covenant's greatest defeat. However, just like the fallen empire before them, the Banished encountered a pernicious human resistance in the UNSC *Spirit of Fire*. For months, Banished forces fought against these humans with both sides giving no quarter. Yet, as Atriox probed the Ark for its secrets, he discovered evidence of a powerful entity that had been locked away on Zeta Halo—a new piece on the game board that demanded immediate action. Banished forces worked to activate a portal, aiding Atriox's sudden return to the galaxy. But what had begun as a mission to unlock long-hidden secrets, quickly turned into a full-blown assault, when the rogue human AI known as Cortana destroyed the Jiralhanae homeworld, a grave consequence for the warmaster's brazen defiance of her plans for martial peace. Upon arriving at Zeta Halo, the Banished unleashed a large-scale attack on both Cortana's forces and the UNSC, as they too arrived at the ring to enact a mission of their own design. During their embattled occupation of the ring, Atriox's forces—led by his old, battle-wearied *daskalo*, Escharum—would at last find what they sought, but this discovery would come at an extraordinary cost.



ARK_FORCES_01000111

INTRODUCTION TO THE BANISHED //

BANISHED HISTORY

THE HISTORY OF THE BANISHED IS ONE OF REDEMPTION THROUGH REBELLION, AS THE JIRALHANAE AND OTHER FORMER COVENANT SPECIES ATTEMPTED TO CONSOLIDATE POWER AND DEFINE THEIR OWN FATES. NO LONGER IN THE SHADOW OF THE PROPHETS' MANIPULATIONS AND DECEIT, THE BANISHED SEEK TRIUMPH IN THE VERY PLACE WHERE THE COVENANT SAW ONLY DEFEAT.

SEEDS OF REBELLION

Throughout his time serving within the Covenant military, Atriox grew increasingly aware that he fought for purposes of his own making, based on a desire to shape the world around him rather than a blind adherence to any imperial dogma. It was a notion that he often discussed with his longtime mentor, Escharum, who had seen Atriox grow into a mighty warrior, but knew there was potential for so much more. On the battlefield, Atriox grew profoundly disenchanted with the Covenant's leadership and philosophies, as he was repeatedly sent into battle alongside dozens of Jiralhanae brothers–suicidal operations that routinely resulted in their deaths. As a fearless Atriox returned back alive, mission after mission, his renown among his peers began to grow, a fact that did not escape the highest levels of Covenant leadership.

BREAKING POINT

Concerned that his legend would eventually become a catalyst for revolution, it was decided that the fires of sedition must be extinguished, if not on the battlefield, then by banishment. Atriox however, refused to go quietly into the night. When confronted by Executioner Itho 'Hesiikee, he suddenly turned on the empire. Supported by a group of loyal Jiralhanae, Atriox eliminated the entire executioner squad and declared that he would never again live bound by the shackles of tyranny. The Banished were officially born. Over the years, they would scavenge the periphery of the Covenant's war with the humans, keen to thrive in the shadows as their foes slaughtered each other. Their primary focus in these early days was the plundering of the Covenant's vast armory-vaults and the hushed ingathering of others to their defiant cause. On several occasions, Banished raid parties would wait patiently on the outskirts of a Covenant invasion, waiting for the victor to depart before arriving to pick through the flotsam, adding further spoils to their growing arsenal, or even new warriors to their ranks. Despite the Covenant's many efforts to detain Atriox and his Banished, little could be done to halt their unfettered expansion in the empire's shadow.

EXPANSION

When the Great Schism rocked the Covenant, it signaled the empire's descent into full collapse. In the wake of this fracturing, the Banished stood uniquely positioned to capitalize on the conflict, offering a way to enjoy the advantages of Covenant-era technological progress, but freed from its oppressive ideals and polarizing power structure. Atriox envisioned a faction united by common goals and shared autonomy in contrast to the Covenant's untouchable leadership and obfuscated priorities. In the years following the great war, the Banished began to grow rapidly, even to the ends of incorporating small pockets of disenfranchised humans within its ranks. Such was Atriox's ability to inspire that his message resonated even with the most unlikely of allies,

like members of the Silent Shadow, or the brilliant Sangheili shipmaster Let 'Volir, who eschewed the Covenant banner by pledging his crew—and his ship, the assault carrier *Enduring Conviction*—to the warmaster's service. Witnessing the upheaval and unrest of the status quo first-hand, 'Volir saw the Banished as the means to a greater end for those under his command, and no option was off-limits when considering their survival and advancement.

SIEGE OF THE ARK

Eventually, the Banished had laid a strong enough foundation that Atriox could pursue even more radical plans, such as establishing a presence on the Forerunner Ark. Atriox was convinced that by securing the installation, he could forever solidify the Banished's place in the galactic power structure—the great foundry of Halo held nearly limitless strategic advantages. The Banished's first expeditionary group arrived at the Ark aboard the *Enduring Conviction*, and only a few months later the UNSC vessel *Spirit of Fire* followed suit, a human warship that had been lost three decades earlier. The *Spirit*'s presence sent the Banished into a sprawling, protracted conflict with the incited UNSC forces—a conflict that lasted for months and resulted in the loss of *Enduring Conviction.* With the destruction of the Banished flagship and the *Spirit*'s lack of a slipspace drive, both sides were now stranded on the Ark, locked into a bitter war of attrition. The fight continued, even as the Banished's forces—led by the warlord Pavium and his brazen sibling, Voridus—penetrated the debris of High Charity: the shattered and Flood-infested remains of the Covenant's once great capital. In their effort to raid the city's festering halls for treasure, they unwittingly released the Flood, forcing the Banished into a vast containment operation, from which they narrowly emerged victorious.

RETURN JOURNEY

During the Banished's incursion into High Charity, data recovered from its stores gave light to a way off the Ark: a portal system on the installation that could be activated from the far end, allowing passage back into the galaxy. This discovery came at a critical time. While scouring the Ark, Atriox had discovered a powerful secret: an enigmatic being long ago banished by the Forerunners had been hidden away on Zeta Halo.

SWATH_OF_DESTRUCTION_01000111

The warmaster surmised that if he could somehow broker an alliance with this entity—one deemed too dangerous for even the Forerunners to suffer—who then could stand in his way? With this new plan in place, Atriox contacted his war chief, Escharum, who had been left in command of the bulk of the Banished's forces within the galaxy. In response, Escharum directed three clans to search for a hidden Forerunner portal facility on the human planet Reach, the very portal the Ark's data had revealed. Despite a fevered resistance from human forces on the glassed world, the Banished successfully unearthed and activated the portal facility, opening the passage for Atriox to at last return to the galaxy, and set his face toward Zeta Halo.

THE BATTLE FOR ZETA

As Atriox readied his Banished forces to journey to Zeta Halo, the rogue AI Cortana offered the warmaster one final ultimatum: surrender his forces and cede control to her, or suffer the consequences of defiance. When he refused, Cortana activated several Guardian constructs gathered in orbit around Doisac, and unleashed a coordinated and catastrophic attack that destabilized Doisac's core, tearing the entire planet asunder and killing all on its surface. This atrocity only served to whet Atriox's seething conscience, focusing his mind like a razor on his purpose: what began as a mission to Zeta Halo to unearth Forerunner secrets had now escalated into an unbridled act of revenge.

When the Banished arrived at Zeta Halo, they were not just met with Cortana's forces—but also the UNSC *Infinity* and a small escort fleet—on their own mission to confront Cortana. The Banished moved quickly to neutralize the humans and during their assault of the ship, Atriox defeated the Master Chief, dealing a significant blow to the UNSC's efforts as well as their resolve. Upon arriving on the ring, Atriox confronted Cortana, issuing his own decrees of victory. However, in a final effort to protect humanity, Cortana initiated a local self-destruct sequence, devastating the Auditorium facility where she had consolidated her presence and core processes. Simultaneously, she initiated an emergency translocation protocol, sending Zeta Halo and any vessels in its vicinity to an unknown location, hoping to disorient the Banished and stall their efforts.

The blast at the Auditorium and subsequent strain on the ring's substructure caused sections of the ring to fracture and break away following its translocation. Most believed Atriox to be dead, as Escharum took full leadership of their forces in his stead. Over the months that followed, the Banished expanded their presence on the ring, quelling any remaining human resistance and continuing the search for the mysterious ally Atriox originally sought. Eventually, their efforts were met with success, discovering and setting free a mysterious species once imprisoned by the Forerunners. However, this victory was short-lived: the Master Chief's sudden return halted the Banished's progress and claimed the life of Escharum. With Atriox surprisingly emerging from the shadows, the Banished hold a newfound resolve and confidence, ready to seize the ring as their own and reclaim what had been taken from them: a home.

INTRODUCTION TO THE BANISHED //

JIRALHANAE

WITH THE ORIGINS OF THE BANISHED ARISING OUT OF THE REBELLION OF ATRIOX, INSTIGATED ITSELF BY THE SENSELESS SACRIFICES OF HIS OWN PEOPLE AT THE HANDS OF THE COVENANT, A STRONG JIRALHANAE PRESENCE DOMINATES THE ALLIANCE TO THIS DAY. THIS FACT HAS MANIFESTED IN A STRONG AND PERVASIVE JIRALHANAE INFLUENCE AT EVERY LEVEL.

WARRIORS_01000111

SLAVES TO NO ONE

Forged in the fires of revolution, the Banished first began with only Jiralhanae in its numbers. Led by the powerful warmaster Atriox in barefaced defiance against the Covenant, the Banished's earliest days were formative in the organization's development and were marked by the ingathering of thousands of Jiralhanae. They built a resilient military culture rooted in a war theory originating on Doisac. During this time, the Banished quickly became a powerful force to be reckoned with. Yet, despite those advances, it was only after the destruction of the Covenant that the greatest of the clans entered into dealings with Atriox. Now, with Doisac utterly devastated at the hands of Cortana, the Banished represent the largest Jiralhanae military force under a single banner. This robust presence has availed itself in every area and facet of the Banished's military structure, from the lowest level of the infantry to Atriox's most trusted advisors. Over a hundred discrete roles are employed by the Jiralhanae, but only a handful are deemed noteworthy.

WARRIOR

The most common of all Jiralhanae infantry are the warriors of the Banished. Outfitted in standard armor and equipped with the most basic of weapons, these warriors must be tested in the fires of battle before they are to see any advancement. Their sheer number causes them to be the Banished's exemplars, densely populating its many legions. Often simply a product of the raw, inexperienced fighters of Doisac's youngest, the role of warrior allows their resolve and ability to be sharpened, preparing them for the trials that come with improving one's station. In limited capacity, some warriors are given charge over other species to vet their ability to command, while others are granted specialized subset roles, such as thrust-assisted jumpers or high-explosive grenadiers–all of these under the careful observation of a tenured captain. Nevertheless, most Jiralhanae remain in this role for the entire length of their service within the Banished, oftentimes fighting at the frontlines until they are ground to dust underneath its ambitions.

BERSERKER_01000111

CHOSEN_WARRIOR_01000111

BERSERKER

The most savage and violent of the Banished are berserkers, a specialized element of warriors who have given over their bodies to the destruction of their enemies, even at the cost of their minds. Through the use of an unstable stim developed in the smog-choked barrens of Warial's Doda'keyt, the berserkers first came into being when warriors pledged solemn loyalty to Atriox alone, consuming these toxic chemicals to fuel an unbridled violence in their hearts. Driven into a maniacal frenzy, the berserker seeks nothing but the death of their enemy, ravenously charging their prey with zero thought to personal safety or even the collateral damage they may inflict on their allies. These large, powerful Jiralhanae, covered in layers of thick muscle and armor, are muzzled like wild beasts and have a devastating effect on enemy morale. Encounters with berserkers almost always prove catastrophic for their adversaries, either ripping their victims apart until they are no longer recognizable or imparting a lifetime of nightmares to any who survive.

CHOSEN WARRIOR

If one proves themself in battle, they may be chosen. Warriors who have been given extended authority and jurisdiction are granted this formal title, a privilege that allows them to operate with a greater level of autonomy than their previous station, while still being tested in the rigors of combat. Chosen warriors command lower warrior squads and lead their own alloyed cohorts into battle, typically wearing gold armor that has been augmented and bears markings which befit their new status. Chosen warriors also get the first selection of weapons from the armory that services their cohort, allowing them to more deliberately tailor their arsenal toward personal combat proficiencies while refining skills and specializations that could be leveraged for further advancement. For this reason, many use unorthodox weapons, such as those belonging to humans or Forerunners. Like the warriors before them, those who are chosen still maintain contentious, embattled lives, fiercely competing with each other for the favor and commendation of their leaders.

SNIPER_01000111

SNIPER

The greatest of Jiralhanae outland hunters are usually given roles as Banished snipers. Naturally skilled at tracking quarry and strenuously trained within their birth-clan, the Banished sniper is an astonishingly adept warrior, usually capable of culling threats many thousands of meters away, oftentimes without ever being seen. Outfitted with a specialized sensor array and an impressive native-link optics suite integrated into an armored helmet, Jiralhanae snipers place themselves in elevated positions around the perimeter of a Banished redoubt or outpost, which allows them to scan the battle lines for the slightest hint of movement. Hunting and raiding parties commonly host snipers aboard their war-sleds and war-skiffs, leveraging them to track and target enemies from a distance, even deftly terminating them in the heat of the chase. For a season, Escharum committed units consisting entirely of snipers to hunt down and destroy the last of the demon Spartans on Zeta Halo. While this effort was met with some success, the Spartans who survived continued to be a thorn in Escharum's side, even until the very moment of his death.

CAPTAIN_01000111

CAPTAIN

The formal rank of captain in the Banished closely echoes the Covenant's obsolete hierarchal system, though Banished captains operate with a higher level of autonomy and may govern a broader jurisdiction than the forebearers of their rank, and are often assigned a large number of warriors. Closely following the wisdom and strategies of their chieftain, captains are dispatched to conduct specific operations and complete essential tasks that smaller warrior-led groups would not be entrusted with. As with all Jiralhanae clans, the position of the captain falls immediately below that of chieftain, a fact which leads many to carefully consider overthrowing their leader and taking the position for themselves. From the moment of their installment, shrewd and ambitious captains will always be eyeing their chieftain's place, seeking to challenge and even depose them when the opportunity avails itself. And among captains, the very best are chosen for a higher station and a far greater responsibility. Chosen captains typically command the elite of a given clan or even a legion, a nonpareil group that have thoroughly proven themselves in battle.

INTRODUCTION TO THE BANISHED //

SANGHEILI

NEXT TO THE JIRALHANAE, THE SANGHEILI REPRESENT THE BANISHED'S STRONGEST AND MOST SEASONED WARRIORS, ALL OF THEM WERE VETERANS OF THE COVENANT UNTIL THE SAN'SHYUUMS' LIES WERE FINALLY EXPOSED. ALTHOUGH ONLY A HANDFUL ARE PERMITTED IN ATRIOX'S INNER CIRCLE, MANY SANGHEILI HAVE BEEN GIVEN HIGH POSITIONS OF AUTHORITY.

THE PROMISE OF GLORY

After Atriox's legendary felling of Executioner Itho 'Hesiikee, the dreaded Sangheili inquisitor appointed to invoke his banishment, no reversals were more staggering than the Sangheili who rallied to the Jiralhanae warmaster's side once their protracted war suddenly ground to a halt. Although they had long maintained superiority over the Jiralhanae within the Covenant, when the Prophets were proven to be false, many Sangheili saw the pragmatic benefit of joining the Banished as mercenaries and freelancers. Entire Sangheili keeps, once committed to the Great Journey with an undying zeal, now pledged their swords to a superior power and assimilated without hesitation into the growing legions that comprised Atriox's forces. Eager to safeguard the honor of their people and to resurrect a glory diminished by centuries of treachery and deceit, these Sangheili gave themselves–body, mind, and soul–to the service of the Banished's ambitious goals, and they were rewarded handsomely in both rank and recompense.

MERCENARY_01000111

MERCENARY

Loosely following the pattern of the Covenant military hierarchy with its vast number of Sangheili minors, the lowest level of Banished Sangheili are called mercenaries. They are outfitted with a standard combat harness and armed with basic weaponry. Holding a battlefield position strikingly similar to the Sangheili minors of old, mercenaries function both as independent operatives and as leaders of small, alloyed combat groups, utilized in response to the needs of the battle. Banished mercenaries are easily the most widespread Sangheili role within the Banished forces presently occupying Zeta Halo. Despite their relatively modest standing, mercenaries are strong, highly capable warriors, mainly differentiated from those of greater rank by armor and authority rather than by combat expertise. They can only find advancement through actions that yield practical and strategic benefit to the Banished's overall goals, or when a Sangheili commander above them is eliminated in the throes of combat.

ENFORCER_01000111

ENFORCER

Modeled after the obedientaries of the Covenant's military, the enforcer role among the Banished holds authority over mercenaries and their charges, in addition to larger squads and detachment groups. As their name implies, enforcers are designed to ensure the resolution of any orders delivered by their warlord or chieftain, regardless of the cost. Clad in crimson armor, their decisive and formidable presence is immediately felt on the battlefield, even if they are not afforded many of the practical benefits of higher placement. Nevertheless, their station gives them a greater opportunity to display their tactical acumen in the field rather than those who serve above them, since enforcers actively lead other Banished warriors. Ironically, despite decades of oppressive service within the Covenant, other species often gravitate to serving Sangheili enforcers over and above their Jiralhanae counterparts. It is unknown whether this is a result of long generations of indoctrination or simply nuanced differences in combat methodology between species.

WARLORD_01000111

WARLORD

If a Banished captain has been chosen and promoted to the head of a clan or legion, they have earned the highly esteemed mantle of warlord, operating directly under the command of a war chief or even the warmaster himself. Warlords are powerful and skilled Jiralhanae with an extraordinary strategic acumen that has been systematically tested in the rigors of combat over many years. Although some may well be chieftains in their own right, unlike traditional clans which joined the Banished fully formed, warlords lead clans forged in the fires of battle explicitly for the Banished. A clan's commitment is first to Atriox, even above the loyalty they must have for their own battle brothers. Banished warlords have the privilege of tailoring their armor and equipment according to their own preference, but those recently appointed to this role are often dignified with a silver armor that harkens back to the Covenant captains of an earlier age. This specific design actually predates both Banished and Covenant, and was worn by the most renowned pack leaders during the dark times following the Great Immolation.

CHIEFTAIN_01000111

CHIEFTAIN

From the earliest ages of recited Jiralhanae history, the strongest clan leaders have been chieftains, respected and revered veterans who have endured long years, even decades, of warfare in order to attain their position. Clans that belong to chieftains are loyal first to their own–those within the clan and the chieftain himself–even over their allegiance to the Banished. These have been joined to the Banished through a formal contract, either as freelance mercenaries or for a specific, mutually advantageous reason. Nevertheless, most chieftains typically see Atriox as the unrivaled head of their master-pack, following his orders with meticulous precision in hopes of higher placement within the Banished itself and possibly a seat even within his council of war chiefs. Some chieftains are legionmasters, leading clans with peculiar distinction due to their reputation in battle, entrusted by their war chief with freedom to operate independently, so long as they achieve the goal with which they are tasked. Historically, chieftains are only replaced when they are forcibly supplanted by another in their clan, almost always resulting in the end of the former chieftain's life.

ULTRA_01000111

ULTRA

The elite of the Banished's Sangheili warriors are the ultras, echoing the elusive and legendary Evocati order before it. The ultra represents the most talented and accomplished of their species, forging stories for the saga walls of their keep with every faithful exploit. As with the Covenant, many ultras utilize a combat harness with substantially increased resilience and the ability to cloak through active camouflage, some closely resembling the Sangheili's ivory-armored *arpaktiko* warriors of old. Deadly and formidable, these fierce hunters are trained to track down and kill without hesitation or remorse, making them a suitable fit for the Banished's emphasis on results. The reputation of the ultra goes before them, and they are seldom attached to a single combat unit for long, but are deployed impromptu by their warlords like active, living weapons, sent to accomplish an objective with swift, unforgiving resolve. Since the ultra is without equal among all Sangheili in mastery of skill, they rarely ever hold any aspirations beyond dying for the glory of their keep.

WARLORD_01000111

WARLORD

For the Sangheili, the most significant departure from the traditional rates of the Covenant military is the warlord, a rank of great prestige and broader jurisdiction within the Banished military. As with the Jiralhanae, the Sangheili warlord is functionally the equivalent of a field commander or general in battle, but in actuality its embodiment is more closely related to the role of kaidon–the lord and majordomo of a Sangheili keep. Although this role need not be filled with an actual kaidon, its function and demands greatly benefit from one with such experience. With enforcers and mercenaries in their service, leading hundreds of diverse combat elements into battle, the warlord essentially operates as the leader of a clan, governing his forces in a unified, holistic manner. Not only does this meld a powerful war element under a single Sangheili leader, but in the Banished's ruthlessly competitive doctrine, it catalyzes their performance over and against others. The task of the warlord is to ensure that those under their command outpace all others.

SPEC_OPS_01000111

SPEC OPS

The Banished's heavy emphasis on direct application of force does not preclude their use of stealth and covert operatives to achieve results with minimal exposure. Although they lack a formal military division, the Sangheili within the Banished have created their own special operations force, many of these hailing from this former role within the Covenant. These unique Sangheili are extensively trained stealth warriors equipped with the Banished's most state-of-the-art technology, and armed with weapons and armor that befit their station. This allows them to silently infiltrate the most fortified enemy stronghold without even the slightest detection. In addition to their active camouflage and their skill with a sword, spec ops Sangheili have mastered the art of most traditional Sangheili assassination techniques, and have been known to be privately employed by the boldest Banished commanders to quietly eliminate rivals and quell uprisings. This facet has made them an excellent fit for the Banished's violently ruthless war culture.

INTRODUCTION TO THE BANISHED //

UNGGOY

ALTHOUGH SEEMINGLY COUNTLESS IN NUMBER, THE UNGGOY STILL REPRESENT ALL THAT THEY HISTORICALLY HAVE: THE LOWEST TIER OF COMBAT FIGHTERS. NEVERTHELESS, THE BANISHED HAVE INTRODUCED A MODICUM OF HONOR TO THEIR FORMER ROLE, REWARDING UNGGOY WHO PERFORM WELL WITH A HIGHER STATION AND GREATER RESPONSIBILITIES.

STRENGTH IN NUMBERS

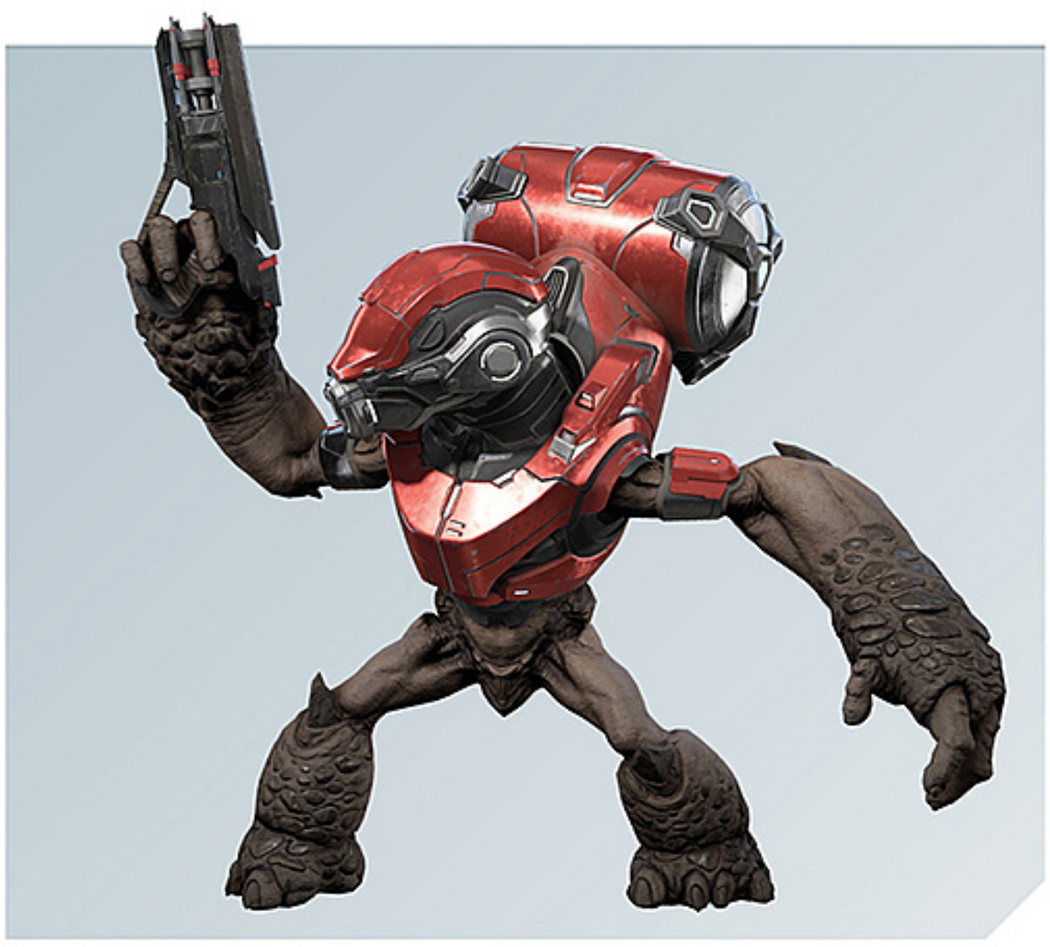
It is of little surprise that the squat, diminutive Unggoy still inhabit the same role they had within the Covenant military, effectively serving as cannon fodder for the Banished's infantry forces. Of all species employed, the Unggoy are the weakest and the least inclined toward thoughtful strategy or courageous action. Despite this fact, however, and given the Banished's unrelenting emphasis on the survival of the strong, the Unggoy have thrived within their numbers. Set free from artificial stratification that limited their advancement within the Covenant hegemony and now compensated well for their conscription, the Unggoy are no longer simple slave labor. And while many remain indifferent to the futility of their former status or the opportunities now afforded them, a handful of Unggoy have shown remarkable ambition, excelling in military craft and even garnering the favor of various warlords. Some Unggoy, such as Yapyap, have fashioned themselves as Banished leaders, strategically building up powerful clans in order to no longer live in the shadows of others, but to gain renown for themselves.

CONSCRIPT_01000111

CONSCRIPT

At the very bottom of the Banished military's infantry are the Unggoy conscripts. With rudimentary armor capable of providing baseline protection and breathable methane in unfavorable oxygen-rich environments, these Unggoy represent the largest fighting element within the Banished. Commanders generally consider Unggoy conscripts as low-tier frontline soldiers with minimal weaponry and even less tactical insight, demanding that they be deployed in large numbers, and under the direction of Jiralhanae or Sangheili leadership. Without this, conscripts tend to be aimless and driven into hiding by enemy fire, ultimately functioning as little more than a battlefield diversion. Under the command of stronger warriors, Unggoy conscripts can pose a genuine threat, but only when used in coordinated attacks, launching a barrage of firepower at unsuspecting opponents. Conscripts can only advance in their rank if they show extraordinary courage and are responsible for meaningful achievements during combat.

ASSAULT_01000111



ASSAULT

Above the conscript is the Unggoy class known simply as assault, a role designed explicitly for direct application of combat forces against an enemy site or asset. Heavily armored and equipped with a better arsenal than the conscript, Unggoy within the assault class are far more resilient and aggressive than those below them, and are typically entrusted with more individual responsibilities and duties, having already proven themselves on the battlefield. Before this stage of advancement, Unggoy are taken through a rigorous training regimen designed to root out weakness and fear from their rank. Without the promise of transcendence after death which the Covenant used to incite loyalty, the Banished employ the sheer pragmatism of financial gain and the Unggoy's desire to be remembered well by those in their family. For the assault rank, both of these tactics have proven to be just as effective as anything the old empire offered.

ULTRA_01000111

ULTRA

The highest individualized rank within the Unggoy species is the ultra, echoing the Covenant role in formality, but with some noteworthy changes. Using dense, powerful armor and having access to a heavier arsenal of weapons, ultras are formidable soldiers, even capable of being dispatched on their own to achieve specific objectives. Most often, however, they are affixed to select detachments and paired with Sangheili with whom they have a shared history in battle. Unggoy ultras are the apex of their species in combat readiness and capability, and, having tasted the glory of promotion, many are eager to prove themselves against the enemy. Despite this apparent bravado, most Banished commanders recognize and strategically take into consideration that even Unggoy ultras are still Unggoy at heart, and if a sufficiently challenging enemy arrives, they can be quickly put to flight. For this reason, they are generally given orders to guide and direct the lesser rates of their own species, relieving their commanders of this burdensome task.

MULE_01000111

MULE

Unlike other rates, the mule has no formal corollary with the old Covenant empire and was a novel creation of the Banished in order to take advantage of the Unggoy's strong, broad frame and their natural ability to navigate difficult terrain, even while encumbered. An Unggoy mule carries the Banished's weapons into battle, giving those in command the ability to dramatically adjust their arsenal without being forced to return to the armory or requesting a supply drop that could give away their location. This design saw value during the long expeditions the Banished conducted across the Ark's perilous surface, where rearmament was virtually impossible. Outfitted with a hyperdense battle harness holding weapon mounts on the back, those selected for this role must be capable of effectively engaging the enemy to protect their cargo. Most mules stay close to their designated commander, not only to provide their superior with easy access to the weapons they carry, but also for their own personal protection.

BOUNCER_01000111

BOUNCER

While the ultra is the zenith of the Unggoy's rank progression, beyond it lies the role of bouncer, a position only available by special appointment. Captains, enforcers, and even warlords can summon battle-tested Unggoy for this highly acclaimed duty, where they effectively operate as an armored bodyguard, protecting the clan's leaders and assets. Augmented by a powerful energy shield, most bouncers have no equal among the Unggoy in terms of skill or ability, but they are always at the mercy of the commander whom they serve and typically never given authority beyond the task they are assigned. The position of bouncer holds both the highest prestige and the greatest risk of any Unggoy role within the Banished, requiring only those who are willing to lay down their lives in battle, and guaranteeing such sacrifices with ample remunerations for those within the Unggoy's family. Due to this, bouncers are held in high esteem by those who remain on Balaho, both for the peril they choose to embrace and for the wealth they represent.

INTRODUCTION TO THE BANISHED //

KIG-YAR

MERCENARIES AND PILLAGERS BY NATURE, THE KIG-YAR WASTED LITTLE TIME BEFORE PLEDGING THEIR ALLEGIANCE TO THE BANISHED. WHILE DISPUTES OVER PAYMENT AND PERFORMANCE LED TO A SPORADIC DEPLOYMENT OF THEIR FORCES IN ITS EARLIEST YEARS, A STRONG KIG-YAR PRESENCE CURRENTLY DOMINATES THE BANISHED'S INFANTRY NUMBERS.

WAR FOR WAGES

Unlike their time within the Covenant, which was mired in contradiction and compromise, the Kig-Yar of the Banished serve Atriox's purposes for one reason alone: monetary compensation. This fact is no secret to the Banished, nor is it a matter of concern for them. Given their strict pragmatism and overarching goal to secure items of practical value and significance, the Kig-Yar found sure footing inside the Banished, aided by their natural tendency toward plundering and their ravenous desire for wealth. Most Kig-Yar were conscripted as contractors-for-hire, paid only for their performance–a suitable arrangement that allows them to do what they do best, slaughter and scavenge, though now under the watchful eye of warlords who disdain mediocrity. Among the Kig-Yar's three morphological variations, the Ruuhtians populate the Banished's vast war machine more than any other of their kind, representing the bulk of their forces on Zeta Halo in a diversity of roles.

FREEBOOTER_01000111

RAIDER_01000111

FREEBOOTER

The most basic of all Kig-Yar elements within the Banished is generally called the freebooter, a standard contract for military service with compensation not too unlike that of the Covenant. Freebooter Kig-Yar are moderately armed, protected by light Banished armor while employing their traditional point-defense gauntlet, which projects a dense energy shield capable of deflecting most small arms fire. For many, there is little difference between this role and the Kig-Yar's manifestation within the Covenant. Freebooters can provide security at Banished outposts or be deployed for scouting operations, relying on their keen sight and smell to hunt down and neutralize targets. Although they represent the lowest of Kig-Yar ranks within the Banished, their natural abilities are often exploited by Jiralhanae and Sangheili who have come to appreciate the functional benefit of their species during the time of the Covenant, and who will incorporate them at key locations and within specific strike groups to take full advantage of their raptorial traits.

RAIDER

Visually, the Kig-Yar raider bears little meaningful difference from the standard freebooter, apart from slight modifications to its armor and weaponry. The primary distinction is in function, as the raider is most often utilized in offensive campaigns and during engagements that require infiltrating a heavily protected stronghold, executing a protracted siege, or even simply seizing an asset within the enemy's control. Raiders are often conscripted from specific rookeries that have a reputation for aggression and hostility, traits leveraged by seasoned Banished commanders to forge effective Kig-Yar soldiers that are more than capable of participating in unilateral, high-risk strikes. Freebooters can advance to the status of raider once they have proven their ability in combat, but many refrain from this progression, desiring instead to maintain the lowest possible risk-to-reward ratio. Banished commanders have often overridden such diffidence, luring chosen Kig-Yar into advancement paths with the promise of wealth.

SNIPER_01000111

SNIPER

Among the Kig-Yar, no role has defined their species more than that of sniper. Their remarkably powerful eyes and lightning quick reflexes have long since destined their employment to this end. Even during the many centuries of their service in the Covenant, there was never a time when the Kig-Yar did not perform in this capacity. Within the Banished, little has changed. Most Kig-Yar snipers are equipped with the stalker rifle and outfitted with a native-link optics module, allowing them to exact long-range kills with both speed and efficiency. A well-guarded Banished outpost will position Kig-Yar snipers at key locations to provide overwatch, deploying scouting parties along the perimeter to spot and terminate any threat. During the Banished's initial campaign against the humans on Zeta Halo, Kig-Yar snipers ravaged the enemy's numbers with highly complex hunting parties, meticulously combing the ring's terrain. When the Banished eventually pivoted to defense, Kig-Yar were stationed at strategically positioned watchtowers.

SKIRMISHER_01000111

SKIRMISHER

Within the Covenant, the role of skirmisher was held almost exclusively by T'vaoans, a subspecies of Kig-Yar that developed on an asteroid within the Y'Deio system. What the Banished discovered soon after conscripting the Kig-Yar was that the mantle and practice of the skirmisher extended far beyond the T'vaoan legacy, deep into the ancient past of all Kig-Yar. Many Ruuhtians took it upon themselves to powerfully and unambiguously demonstrate this: equipped with extensive battle armor and bearing the technological and aesthetic markings of the traditional skirmisher, the strongest and most skilled Kig-Yar Banished conscripts showed themselves to be every bit as formidable as their Covenant counterparts. Skirmishers can be deployed as shock troops or as guardians of tightly confined choke points, allowing them to outmaneuver or simply overpower most enemy infantry. Under perceptive Banished leaders, the best skirmishers have been granted a level of autonomy and discretion which far exceeds others in their species.

ON_THE_HUNT_01000111

INTRODUCTION TO THE BANISHED //

LEKGOLO

FOLLOWING THE COVENANT'S WAR WITH HUMANITY, THE LEKGOLO QUICKLY BECAME A SOUGHT-AFTER ASSET FOR SPLINTER FACTIONS DESPERATE TO SAFEGUARD THEIR RESPECTIVE GROUPS AND TERRITORIES. THIS FORMIDABLE SPECIES OFFER THE BANISHED A HIGHLY VERSATILE RESOURCE TO SATISFY THEIR NEEDS, BOTH INDUSTRIAL AND MILITARY.

HUNTERS_01000111

BREAKING THE MOLD

When the Great Schism fractured the Covenant's foundational allegiances, the Lekgolo showed no truly consistent loyalty across its species, but stayed with those commanders they most closely respected, whether Sangheili or Jiralhanae. In most cases, their diverse subsets continued to serve in varied roles, whether as heavy infantry or by operating vehicles like the Scarab or Harvester. Under the leadership of the warmaster Atriox, however, Mgalekgolo in the Banished have enjoyed an extraordinary level of freedom, dominating the battlefield and even witnessing the elevation of leaders among their own kind. With this newfound opportunity, individual Lekgolo colonies were even used as part of the Banished's raw infantry forces and to control and power vehicles at a limited capacity. This application has become, without question, the most diverse leveraging of this species into a combat role since the dawn of the Covenant.

HUNTER

The vast majority of Hunters within Banished ranks have retained their full Covenant-era complement of armor and offensive weaponry—partly due to its wide availability and partly to the increasing influx of new bonded pairs accompanying smaller ex-Covenant factions who have now pledged total allegiance to Atriox and the Banished. These Hunter pairs are often seen in heavy escort roles, augmenting infantry, vehicle depots, and artillery emplacements across a wide variety of Banished-held regions and territories. Their formidable presence within Banished numbers is clear evidence, not only of Atriox's unflinching power, but his compelling sway over nearly all disparate remnants of the shattered old empire.

ARDENT

ARDENT_01000111

The longest-serving Mgalekgolo in the Banished, Ardent Hunters are almost always seen sporting the red and steel colors of the faction. Their arm-mounted assault cannons have been overclocked and modified to focus unstable energies across a wide powerband, and their combat shields

have been reinforced with cold-layered alloys to withstand even heavier firepower than their Covenant armor would allow. Ardent Hunters are often deployed to security detail at critical sites, from artifact excavations and vital convoy routes to command barracks and forward war councils.

raw musculature over any cognitive benefit, and is directly commanded by a local Captain. Due to the astonishing amount of energy exerted to sustain this gestalt type, Goliaths are rare on the battlefield, so are usually encountered only when deemed absolutely necessary.

SCARRED

SCARRED_01000111

Within the swarmlord Colony's extensive forces, one of the most resilient and powerful infantry units are the Scarred, an aggressive and violent expansion of the Banished's existing Ardent role. Mgalekgolo combat veterans that were blooded for centuries during the long ages of the Covenant now don unbreakable Banished armor and viciously over-charged weaponry that far outstrips what was used in those early days. Only the greatest among the Mgalekgolo serve in this role, an interesting yet unsettling dynamic which has engendered fierce competition among the Lekgolo hordes. Scarred Hunters were pivotal in Atriox's battle against the *Spirit of Fire* and the surviving Covenant elements on the Ark.

IRONCLAD

IRON_CLAD_01000111

The Ironclad are a specialized multi-species sub-pack within the Banished ranks focused on heavy fire and anti-vehicle operations. The Hunters who are integrated into this role are outfitted with expressly augmented carapaces and defensive arm shields. During one well-documented encounter on the Ark, known as the *Occatio Blitz,* four Ironclad Hunters escorted a pair of Banished tank crews across treacherous terrain, successfully breaking through garrisoned human forces to capture a key resource allocation for shipmaster Let 'Volir. Among the Ironclad, the Mgalekgolo are perhaps the most significant, and continue to be employed by Banished commanders across all theaters of war.

GOLIATH

GOLIATH_01000111

Among all Hunter units deployed by the Banished, the Goliath is perhaps the most profound and unsettling. Unlike typical Mgalekgolo, where a bonded pair represents a single colony–two halves operating in coordination–the Goliath is a single-colony gestalt. Rather than utilizing an assault cannon like a standard Hunter, the Goliath has no formal weaponry. Instead it is designed for sheer brute strength; its enormous, hulking frame scrabbles across the battlefield on four limbs, searching for victims to crush. Boasting a unique armor set, the gestalt prioritizes

CAPTAIN

CAPTAIN_01000111

The Captain is a superheavy infantry unit typically utilized directly by the Banished swarmlord known as Colony. Their thick armor and massive shield make them extraordinarily strong, but often at the expense of mobility, sometimes necessitating the presence of additional infantry escorts to draw fire and cover blind spots. Captains are sent to locations where Banished operations require direct intervention and are closely monitored to ensure that all Banished Lekgolo colonies and gestalts are operating at full efficiency during battle–they are without equal among their kind.

INTRODUCTION TO THE BANISHED //

SKIMMERS

DURING THEIR OCCUPATION OF ZETA HALO, THE BANISHED EMPLOYED AN AGGRESSIVE AND LITHE CREATURE, SEEMINGLY UNKNOWN TO BOTH THE COVENANT AND HUMANITY. CALLED GASGIRA BY THOSE WHO ATTEND THEM, WHERE THESE PERNICIOUS SKIMMERS ORIGINATE FROM AND HOW THEY CAME INTO ATRIOX'S SERVICE IS A GREAT MYSTERY.

Incredibly little is known about the Skimmers. Believed to have been released from captivity within Installation 07, the *gasgira* (as they are called by their handlers) are small in size and number, yet they have proven astonishingly useful as combat-augmenting elements within Banished ranks. These Skimmers act as command escorts for Banished leaders and relic-hunters, and are added to raiding parties that are deployed to key areas of interest on the ring. A small contingent of *gasgira* were even integrated within the ranks of the Bloodstars to test their combat proficiency against highly lethal opposition.

PHYSIOLOGY

Skimmers are swift, diminutive creatures with truncated, lithe frames and quick reflexes. They have two small arms and four legs, but are rarely ever seen walking with them. Most are covered almost fully in armor, which has proven surprisingly resilient, augmenting their already remarkable strength and frenzied speed. Their species seems to share several morphological traits with the Harbinger, leading to considerable speculation regarding the true nature of the relationship between the two. This mystery is made even more difficult considering the lack of information on the Harbinger herself, or that of her species overall. However, while the *gasgira* and the Xalanyn may exhibit similar qualities, their significant physical differences have delineated them within Banished and UNSC records.

EQUIPMENT

The armor and equipment of the Skimmer consists of an inscrutable metallic alloy, and lightweight (but dense) composite. Its origin is unknown, boasting a wide range of exotic properties. Both the *gasgira* and the Xalanyn employ the use of gravitic impellers to maintain

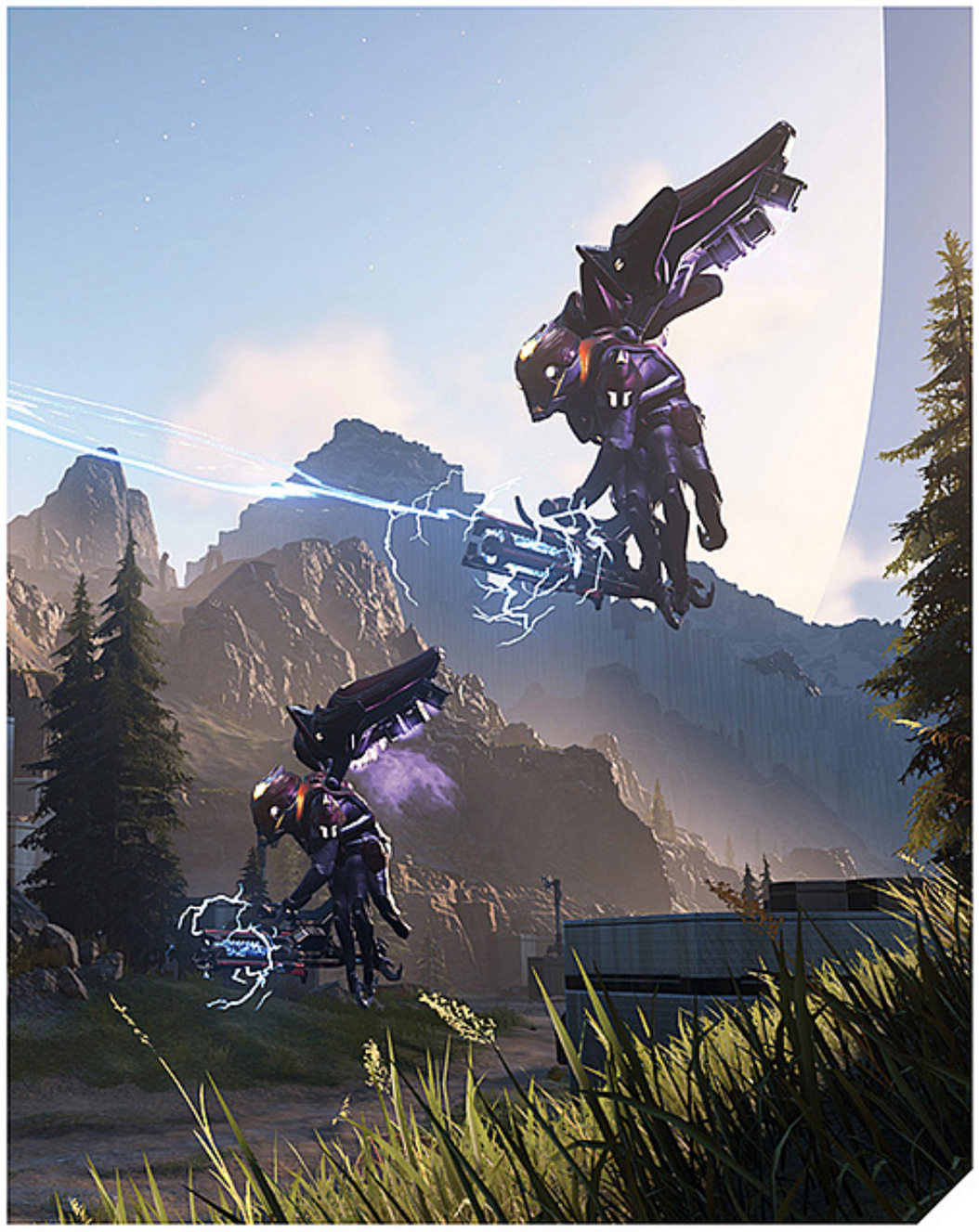
ARMOR_01000111

stable, perpetual levitation, rather than resorting to more traditional terrestrial locomotion. While this technology appears to incorporate elements considered fairly common among modern civilizations, its design and implementation with the *gasgira* eclipses those used by other groups. Banished commanders have outfitted Skimmers with shock rifles as a standard practice, allowing them to remain at a safe distance while still offering an effective contribution on the battlefield. Like others within the Banished, the *gasgira* have no compunctions against using human weapons, often showing a surprising curiosity with these alien instruments.

UNKNOWN VARIABLES

Early on during their occupation of the ringworld, Escharum issued force-wide directives to welcome any *gasgira* into the fold, aiding the Banished's effort to fulfill Atriox's purposes. These integrated Skimmer troops were quickly adjoined to existing battle units, evidently in hopes of currying favor with the Harbinger, but also to ensure unfettered cooperation while they worked toward more critical goals. This included the location and procurement of the installation's monitor, Despondent Pyre, a task seen to completion by *gasgira* under the direct command and guidance of the Harbinger herself. Despite this effort, the common response among most Banished warriors to the *gasgira* is one of begrudging irritation, with most of the alliance's infantry viewing them as both unsettling and untrustworthy. Following the sudden demise of the Harbinger at the hands of the Master Chief, concern and unrest surrounding the nature of the Banished alliance with this still largely unknown element has only grown more widespread.

ASSAULT_01000111



VARIATION_01000111

— SKIMMER —

— SKIMMER ULTRA —

— SKIMMER ALPHA —

INTRODUCTION TO THE BANISHED //

BANISHED TECHNOLOGY

THE BANISHED'S DEVELOPMENT OF TECHNOLOGY MAY SEEM CRUDE AND RUDIMENTARY IN COMPARISON TO THE INDULGENT PATTERNS OF THE SAN'SHYUUM, BUT THIS IS ONLY BECAUSE THEY FAVOR RADICAL EXPEDIENCY AND THE EXERTION OF RAW, UNCHECKED POWER OVER FASHIONABLE ELEGANCE, ROTE TRADITION, OR ANY RELIGIOUS ECCENTRICITY.

As with others before them, the technology of the Banished did not develop in a vacuum, nor did it arise from a single uniform expression, but was built upon a myriad of existing technologies. Seizing the most effective machines and instruments recovered from the Covenant, the Forerunners, and even humanity, the Banished have forged an elaborate system of technological engineering grounded in a severely pragmatic mindset and built for specific purposes with no regard for religious sympathies or even a chastened respect for the natural order. Banished technology is fundamentally goal-oriented, designed holistically to produce substantive results, even if those results come with extraordinary risk. Banished engineers only embrace one law: whatever is necessary. The goals of Atriox are paramount and the attainment of them indispensable, no matter the cost. Such fervency of purpose has yielded machines of all kinds, melded from disparate sources, often roiling with energy and on the brink of self-destruction.

REPURPOSED DESIGNS

When the Banished first came into existence with Atriox's stunning defiance, they immediately utilized Covenant technology, breaking ties with their masters and taking what they believed was rightfully theirs. Weapons, vehicles, armor, and even ships, quickly came under the control of the Banished, with very little change introduced apart from the application of war paint and ad hoc, modular updates. As many more in the Covenant began to flock to the Banished, contracts with various armories and war-forges were quickly established leading to a strong emphasis on Jiralhanae-originating machines that had already undergone revolutionary development within the Covenant sphere, such as the Gravemaker or the Tronto. Despite the Covenant's best efforts, Banished machines began to emerge in large numbers. Many existing systems were further refined by Jiralhanae engineers, taking Covenant designs, such as the Ghost, and altering them to explicitly yield Banished results. Cautionary restraints and religious limitations were altogether disregarded, granting these old machines new power and resilience, while increasing their general bulk and ferocity. For this reason, much of the Banished's armament still echoes that of the Covenant, not for lack of ingenuity, but because there was little need for real innovation. Nevertheless, many of the differences present are significant and are only ignored at the peril of those who do so.

BRUTE ORIGINS

At the heart of all Banished technology is the Jiralhanae emphasis on aggression and simplicity. Since the Banished began under the eyes of Atriox and because those first under his influence were Jiralhanae, the traditions seeded at the very start were born out of the worlds of Oth

Sonin. The Jiralhanae themselves had suffered a horrific global war prior to their integration into the Covenant, and much of their former way of life was washed away in the deluge of nuclear winter. What remained on the ravaged surface of Doisac was crude and utilitarian, emphasizing aggression and a simplified approach to design. The Jiralhanae gathered raw materials to forge resilient alloys into dense plating, they used animal hides to bind machines together, and they focused on chemical propulsion for mobility and weaponry. Many of these components still remain in Banished technology, though now significantly improved by whatever could be reappropriated from the Covenant and the Forerunners. While far removed from the elementary methods of their desolate world, all Banished machines still bear the markings of the Jiralhanae people—their pack sigils, clan totems, and ghostly vestiges of their former ways resurface in every design.

HURAGOK_01000111

RESTRAINTS REMOVED

The Banished will invent where necessary, but in most cases, they choose to adapt or alter existing technology to serve their own purposes, with no enduring desire to create de novo. Instead, their engineers work to improve existing designs, not by making sophisticated modifications, but by eliminating dampeners and integrating new components on top of extant ones. Energy systems are no longer regulated by San'Shyuum-implemented governors, the handiwork of those who sought to protect the Covenant from the heretical use of Forerunner technology. Without these restraints, most Banished machines function with greater speed and power than their Covenant counterparts. Their energy systems are explicitly designed to draw the most out of a machine, even if it compromises its viability. Without any throttling mechanism, many Banished machines are perpetually overclocked, always teetering on the edge of self-destruction. While this tactic demands more frequent maintenance and a constant stream of replacement parts, as well as risking the lives of those using them, it has served the Banished well—in many regards, Banished machines surpass the effectiveness of most Covenant equivalents at nearly every level.

SERVANT-TOOLS

The enigmatic Forerunner creatures called Huragok came into the possession of the Banished by way of the Covenant. Raiding the fleets of their former masters, the Banished took control of dozens of Huragok, populating their outposts and ships with these ancient servant-tools, using them to effect swift repairs during combat and protect deployed forces. In the years that followed, other Huragok were discovered while pillaging Forerunner installations. As with the Jiralhanae of the Covenant's late years, the Banished see no great value in the Huragok apart from the basic utility they provide, and they do not consider them a member species or afford them any form of compensation. Where the Covenant once enslaved and humans now befriend, the Banished use the Huragok simply as biomimetic machines of practicality, in many ways emulating the Forerunners before them. Banished forces will protect a Huragok as they would any asset, or even destroy it to deny the enemy access. Although Huragok have yet to be recorded among the Banished occupying Zeta Halo, it is unlikely that Atriox ordered his assault of the ringworld without any in hand.

WRAITH_PATROL_01000111

INTRODUCTION TO THE BANISHED //

BANISHED MACHINES

IN MANY WAYS, THE WARSMITHS AND BATTLE-TECHNICIANS OF THE BANISHED ARE NO LESS ZEALOUS AND OBSESSIVE THAN THEIR COVENANT PREDECESSORS. RATHER THAN RELIGIOUS FERVOR, HOWEVER, THEY ARE COMPLETELY DRIVEN BY THE SPOIL OF PLUNDER AND THE RARE HONORS CONFERRED BY WARLORDS WHOM THEY HAVE AIDED IN BATTLE.

FLAME-BORE_01000111

OLD TOOLS, NEW PURPOSE

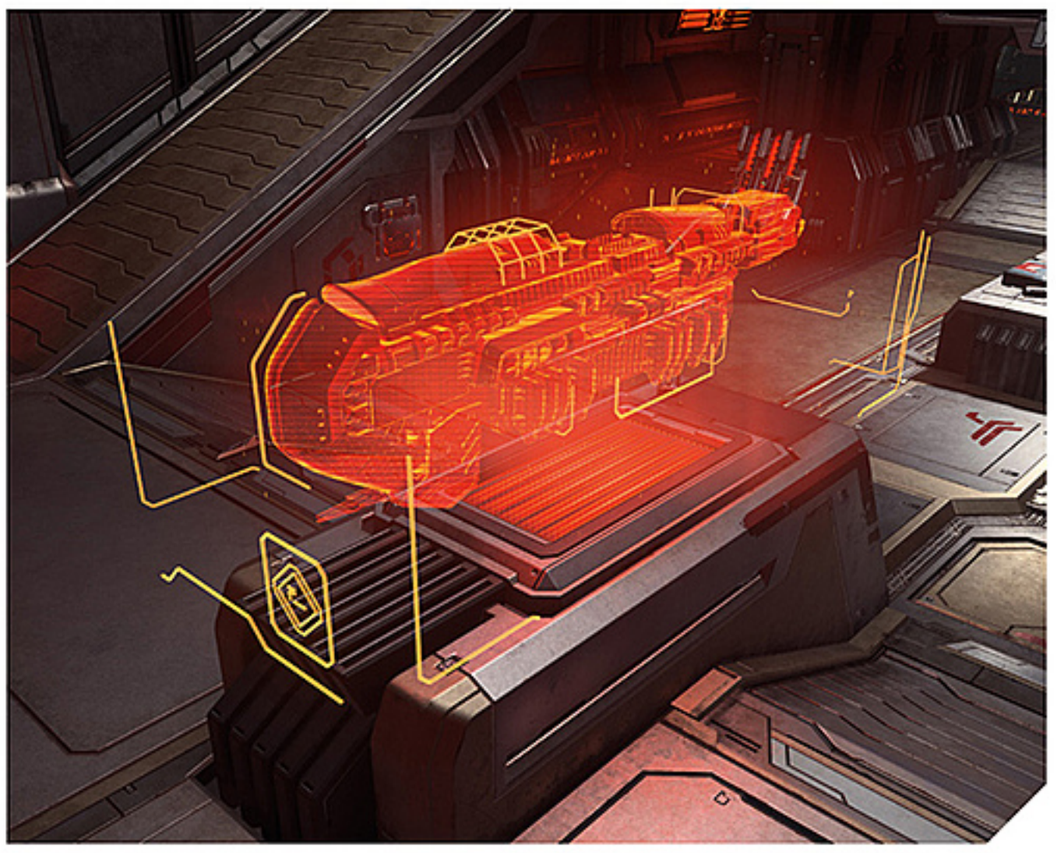
Built atop the technologies of those who came before them, the Banished lack no machines that the Covenant once utilized, and in many ways have taken it upon themselves to improve all that they have acquired. They rely on the same fundamental elements which the Covenant did, following closely in the wake of the Forerunners, yet employing these machines not for pious advancement, but for personal gain. Whether drawing raw power from the pulsating energy of fusion coils or carefully manipulating deadly, superheated plasma, the Banished have not altered this foundation for all their technological designs. From the outside, many of these machines may look like unrefined aberrations, bearing only a faint resemblance of the earlier creation that yielded them. Harsh, jagged angles and dense, battle-pocked plating that teems with a chaotic surge of power: These devices appear crude and primitive, but inside each is all the potential ever harnessed by the Covenant, though now aggressively brandished to accomplish the warmaster's ends.

POWER SYSTEMS

As with other factions, compact fusion coils contain nearly all of the power needed by the Banished war machine. Weapons, vehicles, and the countless other devices employed by the Banished are fed by the raw energy drawn from these coils. Although they are volatile and their storage often puts those nearby in danger, the sheer practical benefit, their universality across competing factions, and the relative ubiquity of this resource on Forerunner installations make fusion coils completely indispensable.

HOLOGRAPHY

The Banished utilize holographic displays and interfaces in many of the same ways that both the Covenant and humanity do, conducting most of their interactions with light-projecting plinths, tanks, and tables in an effort to explore contested terrain, remotely command troops, and discuss strategies in the midst of combat. Holographic interfaces are essential in modern warfare, and for the Banished, they are critical to shore up the loyalty of their member species, disseminating orders from its leaders through strategically placed holotanks, designed to inspire troops and remind them of the contract terms they have agreed to.



HOLOTANK_01000111

INTRODUCTION TO THE BANISHED //

BANISHED FORTIFICATIONS

THE JAGGED, HEAVILY PLATED SILHOUETTE OF A BANISHED STRONGHOLD MAY FEEL PRIMITIVE TO THE OUTSIDER, BUT THIS COULD NOT BE FURTHER FROM THE TRUTH. BELOW THE SURFACE OF A BANISHED MILITARY FACILITY SURGES IMMENSE TECHNOLOGICAL PROWESS, UNCONSTRAINED POWER, AND THE ABILITY TO LAUNCH ATTACKS CAPABLE OF OVERCOMING ALMOST ANY OPPOSITION.

The Banished's aggressive and violent preoccupation bears its fangs even in the basic construction of its military fortifications. With roots firmly planted in the soil of Jiralhanae design and fabrication, Atriox's forces display an array of building types, most delineated by scale and functionality, even though they vary significantly in design. The Banished build their forward operating bases by adapting to the terrain and immediate needs, first deploying an outpost structure as its core and then outlying elements to meet the demands of battle. Once it is installed, an outpost is quickly expanded and augmented based on the needs of a specific engagement or the context in which it is located. Masters of the art of military invasion and occupation, the Banished are unmatched in their ability to exhaustively strip an environment of all resources and leverage them against their opponents with extraordinary success.

OUTPOST

Whether formed from a single compartment or an interconnected series of drop-bases, an outpost is the most basic of all Banished war sites. Outposts are deployed by heavy dropships or released from the cavernous belly of a dreadnought and delivered to the surface through automated thruster systems. Gathering resources and solidifying a strategic hold of the local area is paramount in the early stages of invasion. Once this happens, an outpost's configuration can grow and evolve into a far more complex site, such as a stronghold, citadel, or fortress–each of these defined by the resources they can append to the Banished war machine. Outposts of any size may have discrete specifications and purposes in the Banished battle schema, but all are rapacious engines of extraction and domination, exploiting the local terrain to effect absolute military control over their enemies.

DEFENSES

Every outpost employs an array of defensive elements. Dense bulwarks and barricades are erected along an outpost's borders, cordoning off any defensible terrain. These are punctuated by watchtowers and

SPIKE_TURRETS_01000111

DEPLOYABLE SHIELDS

Deployable shields are used by the Banished to create barricades and provide cover in the midst of battle. The small, slender device splays open when activated, generating an energy shield that can provide significant protection against nearly all small arms fire. The shield's composition dissipates weapons fire over its energy lattices, allowing personnel to hide behind it. However, if the shield is overwhelmed by excessive firepower, its lattices will collapse and the barrier will disappear, protecting its internal components from damage. Within a matter of seconds, the shield will undergo a cycle reset and reactivate automatically.

WAR FABRICATOR

Ad hoc manufacturing of equipment and the implementation of repairs can be rapidly facilitated through the use of the Banished's war fabricators. Highly responsive, servo-driven manipulators and meticulously precise welding torches turn raw materials into fully functioning machines, supplementing needed matériel when resupply from a capital ship is unavailable. They can also renovate damage on any existing machines by replacing or repairing modular parts quickly, without the need to summon a costly requisition. Although larger strongholds host foundries—full-scale factories completely dedicated to the construction of weapons and vehicles—almost all outposts utilize the smaller war fabricators, even if only to manufacture ammunition for certain weapons.

EXCAVATORS

Given the frequent need to extract their quarry from installations that are heavily fortified or barred by seemingly impregnable barriers, the Banished make use of an array of excavation equipment to drill, mine, and bypass anything that obstructs access to the treasure they seek. And while Forerunner materials have proven the most resilient against conventional excavators, the panoply of methods employed by the Banished have left little inaccessible—where there is a will like Atriox's, there is always a way. The most effective tool in the Banished's collection of excavators is the flame-bore, an extraordinarily powerful machine capable of delivering superheated plasma at levels approaching that of the ventral beam of a Covenant capital ship, though on a much smaller scale. Even the most durable Forerunner materials eventually disintegrate under the searing blast of a flame-bore, proving that ultimately nothing can stand in the Banished's way.

PLASMA GYVES

On Zeta Halo, the Banished's engagement of the remaining human forces has caused them to incorporate a number of detainment devices they would otherwise find superfluous. The desire to draw out the remaining humans and even to attract the UNSC's demon Spartans has led Escharum and his contingent to utilize a myriad of internment and interrogation machines, the most common of which is the plasma gyve. After capturing human prisoners, warlords may choose to bind them to a plasma gyve—a power cylinder with searingly hot tendrils that end in shackles, forcing the captive into submission. The intent is that this acts as a lure, drawing enemies seeking to liberate their allies into a deadly trap. This ploy comes with risk, however. If the enemy manages to overload the cylinder's power supply, it will self-destruct, releasing the human prisoners and allowing them to take up arms against their captors.

COMMUNICATION TOWERS

During a Banished occupation, communication towers are swiftly distributed across the local terrain creating a vast network for transmitting messages during battle. These relays are versatile, and are capable of routing and protecting all Banished communiqué through an elaborate battle-net that mimics the Covenant's. While towers allow for instantaneous communication and coordination by Banished commanders in the field, some are simply designed to inculcate warriors with stories of valor and news of impending victory, strategically implemented to reinvigorate their efforts when zeal has waned or when an encroaching threat demands renewed vigilance. Communication towers can be short-range relays or long-range broadcasters, but all of them join together to form the Banished's battle-net, such that the destruction of even one can impair all local communication.

PLASMA_GYVES_01000111

survey ramparts hosting vigilant eyes that ensure the outpost's awareness of any who approach. Weapon systems such as spike turrets and Shades line the perimeter at elevated positions, trained to swiftly deny access to any that do not bear a seal of loyalty to Atriox.

WAR COUNCIL

Vital to the Banished's war stratagem is the ability for individual outposts to invoke requisitions and upgrade their own technology as necessary. This is facilitated by war council sites, the first addition to be constructed onto a Banished outpost when it has generated sufficient extraction capabilities. This pivotal element allows the local command to call in extra resources in order to achieve greater military expediency. It also serves as an inexorable symbol of ascension within the Banished's own competitive meritocracy.

RAID CAMP

Infantry staging areas within the Banished are called raid camps and they are essential to every outpost. Raid camps meld the dense and frenetic functions of military briefings, orders of battle, feasts, and judgments into one monolithic site, closely following the clan traditions and customs of the Jiralhanae. It is here that warriors stoke their bloodlust just before the dawn of battle, eagerly preparing their weapons and armor for the violent throes of combat.

POWER EXTRACTOR

A large enough outpost will fabricate a power extractor to draw energy from local resources. On Forerunner installations like Zeta Halo and the Ark, the Banished voraciously siphon whatever energy is available without any care for the stability of the overall superstructure or any impact their presence has on the local environment.

HARVESTER

The extraction of energy is only one part of the Banished's pursuit of dominion. Harvesters are employed to cultivate the supplies necessary to sustain their presence in a given location and facilitate additional construction and repairs. Like power extractors, harvesters delve deep into a local environment, culling materials from its raw feedstock that can be converted to usable supplies.

APEX

In the event that air superiority is needed, an apex will be added to an outpost that can enable the production and deployment of a myriad of strikecraft. Not only do these allow an outpost to initiate airborne attacks and track down critical assets from the sky, but it also offers protection against countless other threats, both from the enemy and any hostile indigenous systems.

FOUNDRY

Ground vehicles can be constructed and deployed through minor war-forges called foundries. Given the Banished's desire to tout their military strength through the size and number of their forces, ground vehicles are essential to this end and foundries are one of the first actions toward achieving this. Foundries can manufacture almost any Banished ground vehicle, as long as sufficient materials are available.

SHIELD GENERATOR

Depending on the resources at hand and the external threat posed to their local forces, the Banished may choose to employ heavy energy shielding on their military sites. These enormous dissipative shields can safeguard an entire outpost from almost every kind of ground attack, as long as there is adequate time to regenerate. Despite their crude appearance, Banished shields are a sophisticated manipulation of existing Forerunner technology.

SENSOR TOWER

Sensor towers populate the silhouette of some Banished outposts, providing its local command with the ability to effectively monitor the surrounding area. Differing power systems and technologies may be used at the discretion of the outpost commander, all bent to the service of attaining full, unbroken control of the region being occupied.

CLOAKING GENERATOR

Adapted from the stealth pylons used by the Covenant, cloaking generators were a critical facet in masking the Banished's presence from the Covenant and humanity during their early days. Now they are employed for ambushes, allowing their numbers to encroach on enemy territory and create an immovable foothold before being detected.

RAMPART_PERCH_01000111

INTRODUCTION TO THE BANISHED //

BANISHED OCCUPATION

ALTHOUGH THEY NOW POSSESS INORDINATE MILITARY CAPACITY, DURING THEIR EARLIEST YEARS, THE BANISHED WERE FORCED TO DEVELOP HIGHLY EFFICIENT STRATEGIES FOR PLANETARY INFILTRATION, REPEATEDLY REFINING THEIR ABILITY TO CONDUCT LARGE-SCALE SALVAGING OPERATIONS UNTIL IT BECAME AN INVIOLABLE OCCUPATION STRATAGEM.

THE_TOWER_01000111

PROCEDURES OF WAR

Banished occupations deliberately follow a typical pattern of space-to-ground domination, allowing their command to swiftly and strategically weave an unassailable blanket of control over any location. The earliest Banished operations were raids on human worlds that had already been fatally wounded by the Covenant, quickly laying siege to any existing populations while scavenging major areas of interest. As their military strength grew, they escalated to well-defended Covenant storehouses and tithe worlds, proving that the empire had no real ability to prevent the Banished from taking whatever they desired. By the time of their invasions of the Ark and Zeta Halo–two of the greatest Forerunner installations–the Banished had already developed a highly refined methodology for occupation, using their dreadnoughts to release drop-bases and artillery in extraordinary numbers to establish a foothold on the surface before the enemy could even assess their opponent's strength. In the aftermath of Doisac's destruction, both of these sites remain the Banished's most important strongholds.

OTH LIQATTU

Several years after the War of Annihilation, Banished forces traveled to the Forerunner Ark and swiftly established an entrenched presence, seeking to raid the installation's countless reliquaries at the site of the Covenant's final defeat. A few months after the Banished began their occupation, the UNSC *Spirit of Fire* arrived, initiating a bloody conflict across its surface. Although Atriox has shifted his focus to Zeta Halo, the Banished still maintain a large military force at the Ark under the command of Sangheili shipmaster Let 'Volir.

OTH KORONN

Upon returning from the Ark, Atriox quickly made his way to Zeta Halo with a massive Banished strike force. When they arrived at the ring, they immediately engaged both Cortana's distributed forces and the UNSC *Infinity*. This violent conflict eventually led to the installation itself sustaining extraordinary damage, but inroads with the ring's infrastructure allowed them to eventually gain a strategic advantage. Despite a number of setbacks, including the sudden loss of Escharum, the Banished continue to dominate the surface of Zeta Halo, a vast and widespread occupation force bolstered by a handful of dreadnoughts providing overwatch.

ADAPTATION

The Banished's time on Zeta Halo has forced them to adapt. Due to the installation's own dangers, the meddling of human soldiers, and the

nature of the ringworld's shattered terrain, the Banished's presence was unevenly scattered across Zeta Halo's surface. This fragmented dissemination of military power was further compounded by the infighting that had already hounded their numbers. Under Escharum's shrewd direction, pockets of control were planted and linked through communication towers and extensible bridges. For a time, this allowed the Banished to tamp down the smoldering flame of human resistance, but with the destructive arrival of the Master Chief, much of this work has now been undone. Nevertheless, their initial distribution of outposts and power structures on the ringworld serve as profound examples of the Banished's military prowess and versatility.

DROP-BASE_01000111

OUTPOST TREMONIUS was forged amid the wreckage of *Mortal Reverie*, the site of one of the Banished's first major victories, decisively seizing this makeshift fortification from the human resistance.

HORN OF ABOLITION was a key outpost utilized to link and relay communications throughout the immense Banished presence spread across the vast surface of Zeta Halo.

ANNEX RIDGE was a fortified overwatch site built into the cleft of a mountain, serving as a highly secure storehouse for a nearby excavation effort of Forerunner artifacts.

RIVEN GATE functioned as a choke point near an enormous trench at Zeta Halo's seam, a strategically placed outpost that sought to prevent human access to the ring's remediation systems.

FORGE OF TEASH was one of the most important production sites for the Banished presence on Zeta Halo, fabricating a litany of machines for their distributed forces.

RANSOM KEEP was a salvage site that specialized in the recovery of UNSC matériel across the ring's surface, harvesting whatever they salvaged as feedstock to aid in the Banished war efforts.

ARMORY OF RECKONING was personally installed by Escharum as an outpost to conduct repairs, as well as to service and maintain anything within the Banished's full arsenal of weapons.

REDOUBT OF SUNDERING was a processing outpost that brutally detained and monitored prisoners before they were sent to the dreaded halls of the Tower.

THE TOWER was a heavily fortified stronghold under the terrible hand of Banished warlord Chak 'Lok, used to violently torture and interrogate enemy soldiers.

THE HOUSE OF RECKONING functioned as the Banished's center of command and Escharum's primary base of operations, where he directed all activity on the surface of Zeta Halo.

HOUSE_OF_RECKONING_01000111

INTRODUCTION TO THE BANISHED //

RUINS OF OTH SONIN

WITH THE BANISHED'S ETHOS BUILT ON A FOUNDATION OF JIRALHANAE IDEALS AND LEADERSHIP, DOISAC AND ITS SATELLITES SERVED AS BOTH A SPIRITUAL AND STRATEGIC HOME FOR THE FACTION BEFORE THE PLANET'S SUDDEN AND VIOLENT END.

RAVAGED_WORLDS_01000111

SHATTERED HOME

The Jiralhanae were the last of the major client species absorbed by the Covenant empire, a fact which allowed them to retain a strong connection to their home system, Oth Sonin, even after the war. They viewed its enduring presence as a monument of their own people's ability to persevere in the face of adversity—whether inflicted by their own internecine hostilities or imposed externally by the Covenant. When Atriox's renown and influence began to increase near the end of the Covenant's war, the Banished grew exponentially and found for itself a natural home in the harsh, barren environments of Doisac—the Jiralhanae homeworld, which was still recovering from the Great Immolation. With Atriox often away, scouring the galaxy for lost treasures and gathering support across the scattered remains of the Covenant, the war chief Escharum turned his attention toward home, planting a strong Banished presence on Doisac itself. Escharum hoped that it would reignite and accelerate the Jiralhanae's progress in all political and military arenas.

This formative strategy demonstrated incredibly shrewd foresight, when the sudden collapse of the Covenant threw the galactic power structure into turmoil. The fallout of the Great Schism was particularly costly to the political landscape of Sanghelios, and the Banished were uniquely poised to take advantage of the devastating event, setting into motion their swift rise to power. Years later, a rogue human AI named Cortana threatened to enact martial law across civilized space under the guise of compulsory peace, leveraging powerful Guardian constructs to police noncompliant systems. Unwilling to yield, the Banished fought hard against Cortana and her forces, uniting the Jiralhanae clans across the surface of Doisac and its moons. But as the AI's patience had worn thin, she issued a final ultimatum to Atriox, ordering him to cede his power and put an end to the bloodshed. When he refused, Cortana chose to make an example out of their kind, amassing a group of Guardians around the Jiralhanae homeworld. The ancient machines unleashed a coordinated and decisive blast that completely destabilized the planet's core, rending it to pieces in one final catastrophic event.

SATELLITE RUINS

Following the Covenant's War of Annihilation, many Jiralhanae clans began to consolidate resources in order to maintain as much security and relative autonomy as possible. Part of this process involved establishing dedicated outposts on different colonies, an effort which began with Doisac's own moons, though they have since been rendered completely uninhabitable.

WARIAL

In the wake of the Covenant's collapse, clans scattered across the surfaces of Doisac's colonized moons worked diligently to acquire what anti-aerospace assets they could in order to protect themselves from roving bands of raiders and interloping packs, or to simply harass

WARIAL_01000111

passing vessels. While a Banished presence helped in many ways to stabilize the Jiralhanae populations on the neighboring Teash, the same could not be said for Warial, where clans remained embroiled in heated feuds and industrial strife. The moon saw an ongoing war of attrition, where local packs fought tooth-and-claw over its dwindling resources. Seeking to leverage these hardships as further incentive to unite under the Banished, Atriox invited these clans into the fold, offering protection for their service. The warmaster was met with little success, however, as residents of Warial had grown increasingly wary of any alliance that resembled the Covenant. During the destruction of Doisac, the moon's surface was struck by debris, with many of the planet-facing outposts destroyed in the ensuing blast. Much of Warial's population would be decimated during the cataclysmic events that followed, with only a few hundred thousand managing to escape.

TEASH

The most prosperous of Doisac's colonized moons by a large margin, Teash saw the proliferation of a strong Jiralhanae presence, with many clans finding purchase on its soil to thrive and grow in the wake of the Covenant's end. Teash also saw an unexpected influx of Sangheili groups seeking refuge from their own world's protracted civil war, with several keeps pledging allegiance to the Banished in an effort to find greater purpose in the glory of battle. Teash saw the construction of several prodigious war-forges and armories, and for a time became one of the Jiralhanae's greatest sources of industrial output. Yet, upon the sky-darkening demise of Doisac, the moon's extensive network of surface artillery became the only hope for those fleeing Teash's own eradication. Anti-ship weapons once meant to defend against encroaching war vessels and invading fleets were now being forced to clear the tsunami of approaching debris and carve a path of escape for thousands of evacuation vessels. Although the colony was physically devastated, isolated redoubts still haunt its barren surface while ships perpetually scavenge its remains. The moon's survivors have relocated to frontier worlds such as Gathved, Ordun Dal, and Savadok, the boldest among their kind now taking stock of what might be left to salvage of their civilization.

SOIRAPT

With no useful resources or sites of strategic significance to speak of, Soirapt had largely remained desolate and uncolonized, with the exception of one known outpost built within the moon's vast canyons. Belonging to the Legion of the Corpse-Moon clan, this outpost was initially positioned as a hidden bastion for the Legion to stage its small but growing fleet. During the Guardians' assault of Doisac, however, massive portions of the planet's crust impacted Soirapt with incredible force, effectively obliterating the moon and the Legion's primary outpost along with it.

FORWARD OCCUPATION

In the wake of Doisac's devastation, Banished strongholds outside of their core system have become of even greater importance. While they continue to maintain fortresses and citadels scattered across a number of worlds, two specific sites have risen in significance, both in their strategic value to the Banished as well as the impact that they might have on the broader galaxy. Unsurprisingly, these two sites are Forerunner in origin and enormous in their power and capabilities. Oth Liqattu (the Ark) and Oth Koronn (Zeta Halo) represent the most important of all Banished holdings, and though their dominion of each is in no way absolute or pervasive, they remain unwavering in their efforts to claim in totality what they believe is already rightfully theirs.

TEASH_01000111

BANISHED ORGANIZATIONS //

MILITARY FORCE

BUILT ON THE FOUNDATIONS OF REVOLUTION AND THE PURSUIT OF HIGHER PURPOSE THAN SERVING AS THRALLS AT THE FEET OF A FALSE RELIGION, THE BANISHED REPRESENT A POWERFUL ALLIANCE OF INDEPENDENT CLANS, PACKS, KEEPS, AND OTHER SPLINTER FACTIONS, ALL ALIGNED UNDER THE COMMON LEADERSHIP OF ATRIOX AND HIS CHOSEN COMMANDERS.

AUTONOMY TO DOMINATION

Superficially, the Banished appear to share many similarities with the Covenant schema they so readily rail against–an alliance of various client species united under a single banner. However, key differences decisively set the Banished apart, beginning with the philosophies of its founder. Atriox has taken deliberate care to guarantee that allied clans and sub-factions within the Banished are able to retain elements of autonomy and given authority that directly correspond to their worth proven on the battlefield, ensuring greater constituent diversity while still providing the stability and security of a broader overarching organizational structure. This approach has been crucial in the incorporation of non-Jiralhanae elements, allowing the Banished to achieve a wide variety of goals within a shorter period of time by harnessing the unique potential of many distinct and specialized groups. It is this tactic that has won Atriox the undying loyalty of many in his cortege, as well as at every level of the Banished's military hierarchy, securing dominion within their numbers and far beyond, through his growing legend.

Ironically, while Atriox himself despised the top-heavy power structure of the Covenant and the meddling machinations of its hierarchs, he is also keenly aware of the important power harbored within strong, implacable leadership and he is willing to both acknowledge–and even exploit–the advantages of its influence when guiding the Banished's

BANISHED_EMBLEM_01000111

immense, growing collective toward a unified goal. While the warmaster does not seek conscripts who are blind slaves, adhering to his words as divine script, he greatly values loyalty and sacrifice for the sake of the Banished. Atriox is quick to elevate and entrust those who display this level of commitment and the ferocity that it demands–or else permanently remove those who treat it lightly. What may at first

appear to be a crude and violent meritocratic system, ruthlessly sifting out the chaff from the wheat, has proven remarkably successful for Atriox. This approach has made the Banished an formidable force with which none desire to reckon, and it has led to a unity of purpose that even the Covenant at the height of its power did not possess.

LEADERSHIP

Atriox's core leadership group has evolved over time, but always consists of his most trusted allies–warriors who have demonstrated unfaltering mettle and an independent strength of character, as well as the ability to inspire those under their respective command. The diversity of clans and keeps in his sway have naturally led to a fierce competition, proving grounds for each leader and sufficient motivation for those in their stead–whether Jiralhanae, Sangheili, or even other species never considered for command by the Covenant. Atriox sought leaders that garnered the allegiance of their charges on the fortitude of their own will and zeal to advance the purposes of their people and the Banished as a whole. Whether this was done through fear or charisma, it mattered little to Atriox, only that the final result was a highly skilled and fully equipped force that displayed unmitigated devotion to the goals of the Banished and the ability to accomplish them at whatever cost.

The inner circle of Atriox's greatest commanders consisted of war chiefs, a title echoing the legendary war-pack leaders of Doisac tradition. Unrivaled in authority and viewed by those serving them as the very embodiment of Atriox's purposes, war chiefs like Escharum and Decimus expressed the will of the warmaster to those in their command. Under these are the Banished's many warlords, legionmasters, and shipmasters, the most influential leaders of clans and keeps, each jostling for position and power within the sphere Atriox has appointed them. Within these groups are chieftains, captains, enforcers, and pack leaders, all assigned warriors in their command to accomplish their respective tasks. Permeating this hierarchy at every level are those granted special favor by the warmaster himself, personally selected as Atriox's Chosen. This privilege is bestowed on those who have demonstrated unswerving loyalty and impeccable skill in combat. Although not granted a formal level of authority, their very presence on the battlefield invokes awe and fear in any who encounter them.

SPECIALIZED DIVISIONS

Atriox valued diversity from the very inception of the Banished, and recognized the profound importance of combat specialization from his time in the Covenant. This fact led to the creation of several groups with highly concentrated skillsets, those whose talents were tailored to unique mission objectives. These specialized groups included units like the Bloodstars and elite headhunting cadres like the Hand of Atriox, and even modified chapters of the former Covenant, such as the Silent Shadow. The autonomy individual clans and keeps maintain is reinforced in the persistence of their own special-task groups, each favoring the advancement of valuable talents and all employed in the service of the

RANGER_STRIKE_01000111

Banished. In addition to these, there are groups of distinction who carry honor earned from pivotal events or milestones, such as the Exodus Guard–handpicked officers and warriors that accompanied Atriox from the Ark back to the galaxy.

NOTABLE ALLIED CLANS

Representing a wide range of species affiliation, the number of allied clans, keeps, and splinter groups that established formal affiliations with the Banished is both impressive and still expanding.

GROUP	SPECIES
Warial's Wrath	Jiralhanae
Lance of the Writhing Star	Jiralhanae
Warkeepers of Qabik	Jiralhanae
Sclera of Chu'ot	Kig-Yar
Brothers of Unending Ire	Jiralhanae
Beholders of the One Vapor	Unggoy
Valorguards of the Chosen	Sangheili
Hordeworms of Svir	Lekgolo
Legion of the Corpse-Moon	Jiralhanae
Heart of Tala	Unggoy
Bloodbrave Guardians of Suban	Sangheili
Kaepra's Grief	Sangheili
Ravaged Tusks	Jiralhanae
Order of Harmony	Human
Warriors of Malaston	Sangheili
Thieves of the Claw	Kig-Yar
Nobles of Fied's Rising	Sangheili
Bulwark of Bone	Jiralhanae
Nwari Wastewalkers	Sangheili

BANISHED ORGANIZATIONS //

SPARTAN KILLERS

FOR THE BANISHED, SPARTANS REPRESENT THE ULTIMATE OPPONENT. THEY ARE THE APEX HUMAN WARRIOR AND THE PRIMARY OBSTACLE TO ACHIEVING VICTORY IN ANY THEATER THEY OCCUPY. WITH THIS IN MIND, BANISHED LEADERS HAVE ESTABLISHED DEDICATED GROUPS SPECIFICALLY DESIGNED TO SEEK OUT AND BRING THEIR KIND TO EXTINCTION.

HAND_OF_ATRIOX_01000111

THE HAND OF ATRIOX

In many ways, the Hand of Atriox has the air of a wartime myth–tales of battlefield monsters that stalk the ranks of an opponent like a devouring wraith behind enemy lines. Even among the Banished, no one is quite sure how many members of the Hand exist at once, but everyone is certain of their effectiveness. The Hand of Atriox began as a way to more rapidly extend the legend of the Banished warmaster, with members carrying out missions in the name of Atriox alone. As word spread, confusion among rival factions and enemies only added to the mystery. Arguments over whether or not they had seen a Jiralhanae or Sangheili, an individual or group–details were almost always scarce to come by, with the only constant being a clear sign of Atriox's unyielding resolve.

Members such as blademaster Jega 'Rdomnai, or Jiralhanae pack brothers Hyperius and Tovarus, carried out clandestine hits on Covenant outposts and human settlements alike, eliminating high-value targets and paving the way for countless Banished raids to follow. As their exploits grew, so did their renown within the Banished itself. Allied warriors began to aspire to be recognized as potential members, with the resurrected Bloodstar order becoming in some ways a de facto proving ground for potential acceptance. Some have speculated that there are only ever four members at once, though others believe that it could be limited to four members in any occupied region, allowing for the Hand to have a greater distributed presence across all Banished

— ARCH KHORDAT BARROTH —

— THAV 'SEBARIM —

— ARTHOC —

— BIPBAP —

territories. There are also those who have claimed that the group is only active when Atriox himself is near—like a brooding storm, their activity generates an unsettled reverence among any who encounter them. The only thing that is certain is that the Hand of Atriox is never to be underestimated, and should not be considered removed from any conflict so long as the warmaster's will is being carried out.

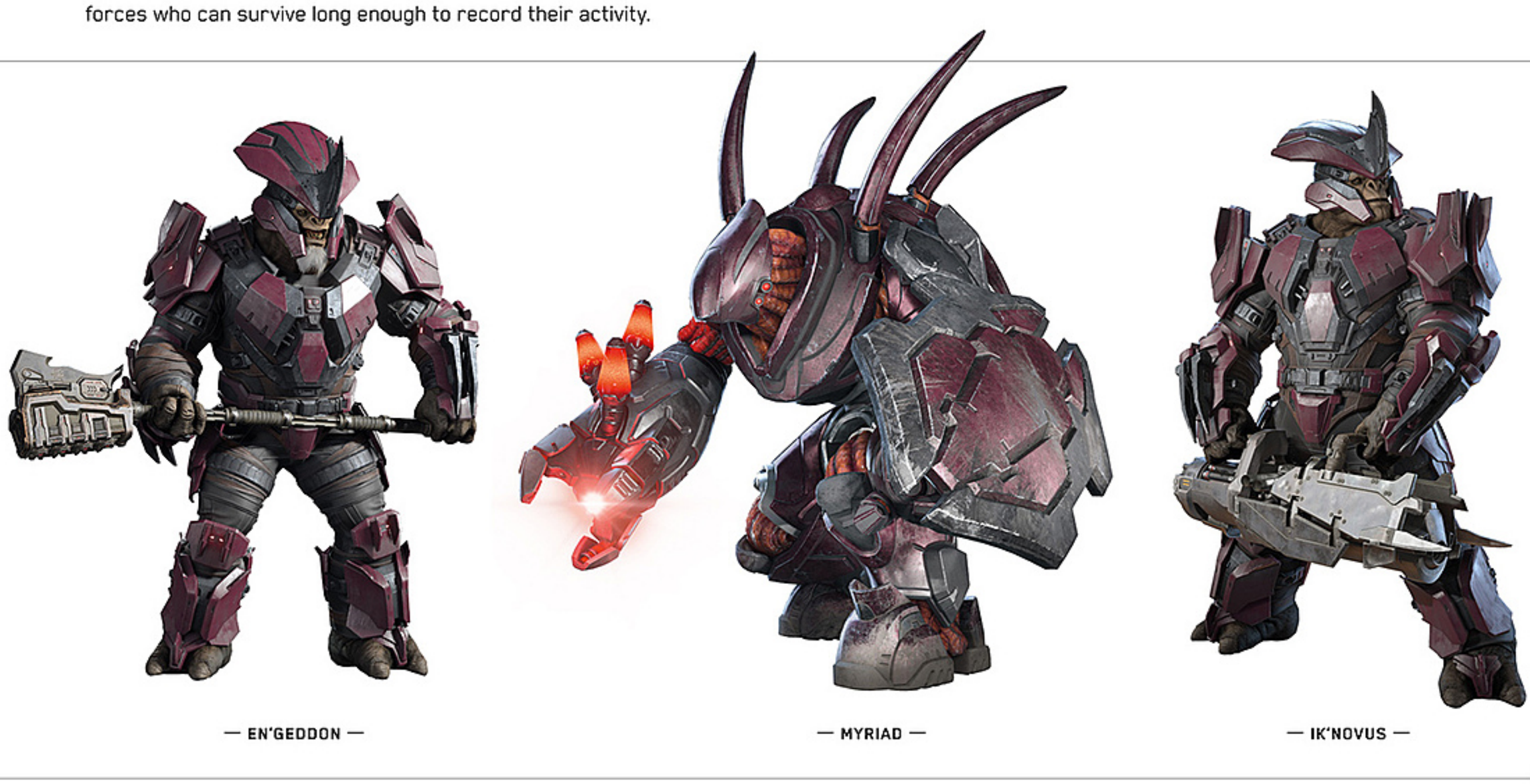
BLADEMASTER_01000111

BLOODSTARS

Once a part of the Covenant's Special Warfare Group, Atriox himself was among the Bloodstars' ranks while serving in the empire's military. When the Covenant finally came to an end and the Banished inexorably continued to grow in strength and number, Atriox saw fit to reappropriate the Bloodstars into the Banished military schema, recasting the group as an elite order of special operations warriors with a focus on the elimination of the Banished's most dangerous enemies. In its earliest days, the Bloodstars were trained in the art of specialized warfare by members of the Silent Shadow who had since pledged allegiance to Atriox and his cause. Made up of a wide range of species, each individual warrior in the Bloodstar order shares a common trait historically: meteoric success on the battlefield.

The Bloodstars' organizational structure is specifically designed to create opportunities for the Banished's finest warriors to prove their mettle and ascend to the Hand of Atriox, taking their place at their leader's side and helping usher in a new age of power and prestige. A Bloodstar operative is known by their distinctive deep-red armor, a color that evokes both the original order as well as the Silent Shadow. The Bloodstars field an impressive gamut of operations across the Banished's many territories, including their battle to control Zeta Halo. What follows are some of the most notable Bloodstars, designated high-value targets by any UNSC forces who can survive long enough to record their activity.

- **ARCH KHORDAT BARROTH** was a deadly Ruuhtian marksman who garnered a reputation among Kig-Yar treasurehawks and raiding crews for having a virtually unblemished hit record.
- **THAV 'SEBARIM**, the fabled kaidon of Malaston, held a largely unparalleled repute during the final days of the war—a naval commander responsible for the deaths of hundreds of thousands.
- **ARTHOC** and his campaigns of violence proved himself worthy within the Brothers of Unending Ire, before they pledged full service to the Banished.
- **BIPBAP** served as bodyguard to the legendary Tartarus during the war, but afterward became a lethal mercenary-for-hire, operating from the shadows of Venezia.
- **EN'GEDDON** was the fearsome chieftain of Zomar who led the infamous Bulwark of Bone clan, known for its merciless precision.
- **MYRIAD** was the Mgalekgolo bond-pair responsible for the elimination of two entire Spartan-IV fireteams, displaying a far more individualized and destructive personality than others of its kind.
- **IK'NOVUS**, a vicious Jiralhanae chieftain renowned for his violent and bloodthirsty nature, including a particular penchant for eating the severed limbs of his opponents.



— EN'GEDDON —

— MYRIAD —

— IK'NOVUS —

BLOODSTARS_01000111

BANISHED INDIVIDUALS //

ARCHITECTS OF THE BANISHED

LEADERSHIP ACROSS THE BANISHED IS HIGHLY STRATIFIED ALONG CLAN LINES WITH DISTINCT VARIEGATION AT EACH LEVEL OF AUTHORITY, BUT ABOVE IT ALL IS THE WARMASTER ATRIOX AND HIS FAITHFUL OLD DASKALO ESCHARUM. THE TWO CAME TO ZETA HALO IN ORDER TO UNEARTH A DARK SECRET HIDDEN FOR MILLENNIA AND TO AWAKEN THE INCREDIBLE POWER IT HOLDS.

ATRIOX_0100011

WARMASTER

ATRIOX	
HEIGHT: 8ft 6in (260.3cm)	**WEIGHT:** 1,400lbs (635kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** May 28, 2510

Leader and creator of the Banished, Atriox is a fearsome warrior who rose to power by his charismatic personality and talent for shrewd strategic planning. Atriox was born on the war-scarred Jiralhanae homeworld of Doisac. Nearly all records of Atriox's early life were sealed by the Covenant authorities after his rebellion, then lost when High Charity fell to the Flood parasite. This often proved to be a boon in political dealings among his kind, maintaining a largely neutral place amid other ongoing blood feuds and clan wars. Atriox joined the Covenant military upon his acceptance as an adult in his pack, though he did not immediately leave Doisac. Like many young Jiralhanae warriors of that time, his duties involved a harsh regimen of training, alternated with patrolling, hunting, and scouting to prove his worth and develop proficiency with claw, knife, and spike rifle. Throughout this he grew increasingly exposed to Covenant doctrine and learned more of life among the stars. In the opening days of the Covenant's war against the humans, the opportunity to test himself sparked Atriox's ambitions, and he quickly advanced to become a full warrior within the imperial hierarchy. In the years that followed, he leveraged his remarkable martial talent to not only survive, but advance in the Covenant military as part of the Bloodstars.

Despite these achievements, however, he was not content to simply fight and die in the pursuit of the Great Journey, nor was he satisfied with the unthinking obedience of his superiors. While his reputation grew, it was brought to the attention of Covenant leadership who saw great promise in his service, if only his independence could be restrained. After being forced to endure a series of nearly suicidal missions, Atriox's open contempt for his Covenant superiors reached the ear of his own supreme commander, who dispatched an executioner team to end his sedition. Anticipating their arrival, Atriox butchered the Covenant enforcers and seized the executioner's ship, taking a large number of loyal warriors with him. In the months that followed, Atriox would finally enact a plan he had long desired: the formation of a new, independent force, unshackled from the manipulations and dogma of the Prophets. And so began the Banished—a faction forced initially to exist only on the periphery, but one that grew at a rapid pace thanks to Atriox's charismatic presence and resonating message of freedom and autonomy.

ESCHARUM_01000111

WAR CHIEF

ESCHARUM	
HEIGHT: 9ft 6in (289.6cm)	**WEIGHT:** 1,592lbs (722.1kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** July 1, 2471

A Jiralhanae warrior whose own experience predates his species' conscription into the Covenant, Escharum's age and exploits have made it difficult to parse truth from myth when seeking to understand his place in history. Perhaps his most pivotal role would be that of *daskalo*–or mentor–to a young Atriox. Having experienced firsthand the evolution of Jiralhanae society from before Covenant integration and up through the years of the empire's zealous galactic war against humanity, Escharum was uniquely suited to provide Atriox with perspectives not widely available. He saw through the end-game desires of the Prophets and went to great lengths to instill within Atriox a foundation of strength, independence, and an unwavering pride in the potential of their kind. As Atriox became increasingly disillusioned with the treatment and manipulation of his brothers on the battlefield, he turned to Escharum for guidance in laying the groundwork for a change of course. Eventually, when Atriox made his fateful stand against the Covenant, Escharum was one of the first to pledge his own loyalty to the Banished cause. Together, they would fight to ensure that their kind would never again be under the command of others. Nearly a decade later, Escharum would meet his end in pursuit of their shared goal: expanding the power and authority of both the Banished and the Jiralhanae to protect their people's future against any enemy.

HARBINGER_01000111

HARBINGER

HEIGHT: Unknown	**WEIGHT:** Unknown
BIRTH WORLD: Unknown	**DATE OF BIRTH:** Unknown

A member of the mysterious Xalanyn race, the individual known only as the Harbinger was part of the species' ruling class and a member of the delegation sent to meet Forerunner representatives at Zeta Halo during the reseeding years of the Conservation Measure. Having inexplicably survived the effects of Halo's cleansing blast, the Xalanyn were deemed too dangerous to leave unchecked and were imprisoned within the depths of the ring, partitioned off from the rest of the galaxy. During the Banished's occupation of Zeta Halo, the Harbinger was released from her imprisonment resulting in a tenuous alliance with the mercenary faction in hopes of setting free the remainder of her kind. Working with the Banished war chief Escharum, she infiltrated the Conservatory, capturing Despondent Pyre and extracting the monitor's encephalon core to gain further access to the ring's central systems. This ultimately resulted in the activation of local reformation spires to initiate both repair of the Auditorium facility and recasting of key installation functionality. Once successful in rebuilding and accessing the Auditorium, she made a final attempt to locate and release her people before she was confronted by the Master Chief. With the aid of an allied artificial intelligence, the Spartan successfully defeated the Harbinger. However, her plans had already been set in motion, although to what extent is still currently unknown.

BANISHED INDIVIDUALS //

LEADERS ON ZETA HALO

OF THE WARRIORS AVAILABLE TO HIM, ATRIOX GATHERED HIS BEST AT ZETA HALO, SEEKING TO MOVE WITH BOTH SPEED AND POWER, BRINGING A DECISIVE END TO THE AI CORTANA'S REIGN OF TERROR AND ATTEMPTING TO EXTINGUISH WHAT REMAINED OF THE HUMAN RESISTANCE.

HYPERIUS_01000111

THE BEAST

HYPERIUS	
HEIGHT: 8ft 4in (254cm)	**WEIGHT:** 1,240lbs (562.5kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** April 8, 2512

Once a member of the Bloodstars, Hyperius reveled in the opportunity to seek out the best challenges his enemy could send his way. He broke both spirit and body, leaving his foes without any vestige of hope. When offered the opportunity by Escharum to carry out the task of hunting down human Spartans as part of the Hand of Atriox, Hyperius accepted. The menacing and relentless Jiralhanae warrior was responsible for the deaths of over a dozen Spartans, a fact made clear for all to see in the form of the trophies that hung about his armor–each pulled from a defeated combatant. During the Banished occupation of Zeta Halo, Hyperius and his pack brother, Tovarus, encountered the Master Chief. Despite having the upper hand in numbers, the Hand of Atriox would suffer a monumental blow as the legendary Spartan dispatched them both in a fierce and harrowing battle.

TOVARUS_01000111

THE NOBLE

TOVARUS	
HEIGHT: 8ft 10in (269.2cm)	**WEIGHT:** 1,270lbs (576.1kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** November 21, 2515

Tovarus descended from a long lineage of war chieftains hailing from the upper echelons of the clan Warial's Wrath. Within the Covenant, he grew increasingly weary of his kind's place inside its hierarchy. Even when the Jiralhanae were elevated during the Great Schism, he saw it as desperation, made by leaders struggling to control. It made the Prophets weak–unfit to lead any alliance, much less control his own people's destiny. It was in direct contrast to the qualities he saw in leaders like Atriox and Escharum, making the Banished an attractive home for his own skills. When he joined the Hand of Atriox, he saw it as an opportunity to truly ascend. Hunting the human Spartans was a task befitting only the greatest and most cunning of champions. Ultimately, Tovarus found defeat against the greatest of those Spartans, the Master Chief.

JEGA_01000111

IMMORTAL MACHINE

JEGA 'RDOMNAI	
HEIGHT: 7ft 7in (231.1cm)	**WEIGHT:** 322lbs (146.1kg)
BIRTH WORLD: Sanghelios	**DATE OF BIRTH:** February 19, 2490

Jega 'Rdomnai is a Sangheili blademaster and member of the Silent Shadow. The sole survivor of a mission to ambush and eliminate two Spartan-III headhunters, Jega's body was left scarred and broken, but his lust for blood and battle easily outweighed the Sangheili edict to shun medical attention or prosthetic augmentation. The result was a cybernetically enhanced killing machine relentlessly dedicated to exacting revenge on any Spartan he encountered. Shunned by his own kind within the Covenant, Jega rose in prominence within the Banished ranks, earning the trust and friendship of Escharum, who made him the very first member of the Hand of Atriox. When the Banished launched their assault on Zeta Halo, Jega was a vital element in their occupation, responsible for the deaths of countless human soldiers, including several Spartan operatives.

TREMONIUS_01000111

REVERIE ENDER

TREMONIUS	
HEIGHT: 8ft 8in (264.2cm)	**WEIGHT:** 1,252lbs (567.9kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** December 21, 2512

During the Banished's extensive occupation of Zeta Halo, Tremonius led a massive retaliation assault against entrenched UNSC forces in response to a failed assassination attempt on Escharum's life. Marching on the wreckage of the downed frigate *Mortal Reverie*, where the UNSC had set up a makeshift base of operations for their battered resistance efforts, Tremonius launched a relentless and unfaltering siege, taking the humans to the brink of extinction and scattering any forces that remained. Once they achieved victory, the Banished set up a robust outpost in the shadow of the *Mortal Reverie*, naming the base in Tremonius's honor. The brash Jiralhanae attempted to deal a definitive blow to the UNSC's persistent defiance when he confronted the Master Chief underneath the ring's surface. The two battled just below the outpost, but to the shame of Tremonius, the Spartan would gain the upper hand, killing the Banished commander and taking his base of operations back for the UNSC.

CHAK_01000111

THE INTERROGATOR

CHAK 'LOK	
HEIGHT: 7ft 10in (238.8cm)	**WEIGHT:** 292lbs (132.4kg)
BIRTH WORLD: Malurok	**DATE OF BIRTH:** January 15, 2485

Once a member of the Evocati's Seneschal order, Chak 'Lok was instrumental in recruiting dozens of Sangheili ultra divisions to partner with the Banished. Cunning and ruthless, Chak was particularly adept in the art of violent persuasion, skilled in the practice of interrogation and intel extraction. With the Banished, he discovered a newfound autonomy, turning on his former empire in order to gain information on key strategic locations, targets, and assets that were vital in furthering the Banished arsenal and influence. During the Banished's extensive occupation of Zeta Halo, Chak installed an intelligence resource hub he called "The Tower"—an immense stronghold explicitly built to interrogate prisoners of war and act as a central strategic analysis base, retrieving valuable intel that led to several key discoveries on the installation, including the location of the monitor's Conservatory. Shortly after he had mortally injured Spartan Hudson Griffin, Chak 'Lok was hunted down and eliminated by the legendary Spartan—the Master Chief.

BASSUS_01000111

WINGS OF RAGE

BASSUS	
HEIGHT: 8ft 10in (269.2cm)	**WEIGHT:** 1,263lbs (572.9kg)
BIRTH WORLD: Teash	**DATE OF BIRTH:** March 9, 2475

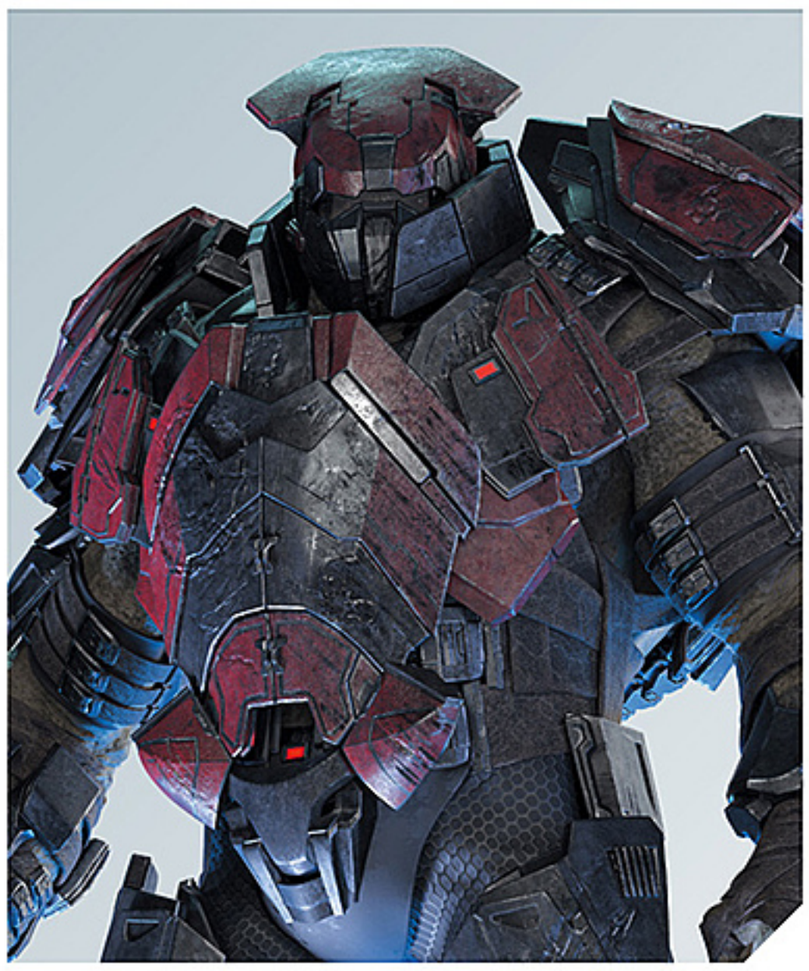
Most notable for his brawn on the battlefield, what Bassus lacked in strategic wisdom he made up for in cruelty. During the Siege of Dwarka, Bassus ransacked several residential sectors, making a crude display of the deceased in order to demoralize the human forces he saw as wildly inferior to the Jiralhanae. His battlefield record eventually led to his sudden rise to chieftain, where he led several assaults on human colony worlds. The most notable of these in Covenant record was Kroedis II, where the death of a minor Prophet resulted in swift retribution at the hands of then-Supreme Commander of the Fleet of Particular Justice, Thel 'Vadamee. Bassus blamed the Prophet's death on UNSC forces, but in truth, the San'Shyuum died at the chieftain's own hand—Bassus having grown increasingly tired of the Covenant leadership's self-righteous manipulation. Before long, Bassus found a much more suitable home for his skills among the Banished, where he was left largely free to pursue his own simple—and violent—interests.

SHIPMASTER_01000111

BANISHED SHIPMASTER

LET 'VOLIR	
HEIGHT: 7ft 10in (238.8cm)	**WEIGHT:** 330lbs (149.7kg)
BIRTH WORLD: Eshin	**DATE OF BIRTH:** November 20, 2477

When a fateful encounter with Atriox during the Banished raid of Kostroda revealed the inherent benefit of allying with such a cunning enemy, Shipmaster Let 'Volir pledged the *Enduring Conviction* and its forces to the Jiralhanae warmaster. As a mercenary under contract, the shipmaster proved to be a remarkable asset for the Banished, providing vehicles, weapons, and highly trained warriors—as well as the unprecedented orbital firepower of *Conviction* itself, which became a Banished flagship. During their occupation of the Ark, however, human forces infiltrated *Enduring Conviction* and destroyed it. Promising to fulfill his end of the bargain, the shipmaster's military assets valiantly pushed back the human interlopers, allowing the Banished to access a portal and return Atriox to the galaxy. This impressive victory placed 'Volir back in the favor of the warmaster, who gave him full control of the Banished's operations on the Ark until he returned.


PAVIUM_01000111

THE UNBREAKABLE

PAVIUM	
HEIGHT: 8ft 5in (256.5cm)	**WEIGHT:** 1,550lbs (703.1kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** March 26, 2526

Commander of Atriox's siegebreakers, Pavium helms an elite clan of combat engineers and technicians known as the Long Shields. Given the epithet "The Unbreakable" for his extraordinary abilities in combat engineering, Pavium's skill is without question, but his loyalty to his reckless brother, Voridus, has often slowed his advancement in the Banished hierarchy. After serving as a pack leader under Decimus, the loss of his *daskalo* led to Atriox's special placement of his clan to salvage the remains of starships near High Charity's debris, a test to discern Pavium's leadership prowess. When his brother's catastrophic misstep allowed the Flood to momentarily escape containment, the leader of the Long Shields was forced to prove himself by guiding the hunt against a newly formed threat. Upon Atriox's departure, an alliance between the Keepers and the Covenant provided new quarry. While Pavium and his clan were not directly responsible for the elimination of this threat, they certainly took credit for it in the eyes of Let 'Volir.

VORIDUS_01000111

POISONED MONSTER

VORIDUS	
HEIGHT: 8ft 6in (259.1cm)	**WEIGHT:** 1,521lbs (689.9kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** January 11, 2529

Younger brother to Pavium, Voridus is both brilliant and cunning, but his headstrong curiosity and zeal for glory oftentimes overreaches practical wisdom, leading to both failure and shame for his clan, the Long Shields. Voridus's eccentricity arises from his remarkable aptitude with Forerunner technology, an impressive talent shared by very few within the Banished. Exposure to infusion matter and Forerunner machines has further exacerbated this obsession, yet both Decimus and his brother saw through this idiosyncrasy to his bold genius and his ability to leverage exotic technology in combat with devastating results. Voridus employs iatrochemically enhanced armor fitted with nano-barbed talons used to crush his quarry, wielding a vicious energy scythe which he calls Carnifax. After Atriox left the Ark, Voridus obstinately encouraged his brother to pursue a small faction of enemies intending to activate Halo. While their foes would ultimately be stopped, it came at a significant cost: the loss of the entire Long Shields clan.

BANISHED INDIVIDUALS //

LEADERS ON THE ARK

THE BANISHED'S FORMIDABLE AND ENDURING PRESENCE ON THE ARK IS A TESTAMENT TO THE INSTALLATION'S INTRINSIC POTENTIAL, AS WELL AS THEIR RELENTLESS ZEAL TO POSSESS ITS DESTRUCTIVE POWER. ALTHOUGH THEIR INITIAL ENCOUNTER WITH HUMANITY IMPAIRED SOME OF THEIR EFFORTS, ATRIOX HAS ENSURED THAT THOSE WHO REMAINED BEHIND HAVE THE STRENGTH AND RESOLVE TO SECURE WHAT MANY BELIEVE IS THE GREATEST OF ALL FORERUNNER TREASURES.

DECIMUS_01000111

WAR CHIEF ON THE ARK

DECIMUS	
HEIGHT: 9ft 3in (281.9cm)	**WEIGHT:** 1,500lbs (680.4kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** June 16, 2498

One of the longest-serving war chiefs within the Banished and with Atriox at the very beginning of his rebellion, Decimus was chosen to lead their assault on the Ark, personally directing its forces at the warmaster's discretion. His resolve and tenacity made him extraordinarily dangerous, but it was his single-minded ruthlessness which won him favor within the Banished. The war chief employed a modified gravity hammer linked to the heavily armored exoframe he had personally commissioned, favoring hand-to-hand combat in nearly all circumstances. Decimus's overconfidence in his strength and unremitting lust for victory led to his own end: defending the Ark's portal network from the *Spirit of Fire*'s forces, Decimus was unable to withstand the UNSC's unrelenting attack and was eventually crushed under the weight of their firepower.

COLONY_01000111

COLONY

ELO KADU BAQZO & NOO KADU BAQZO	
HEIGHT: 14ft (426.7cm)	**WEIGHT:** 6 tons (5.4 tonnes)
BIRTH WORLD: Rantu	**DATE OF BIRTH:** 2310

A powerful Swarmlord of the Banished, the Hunter pair known as "Colony" direct all the Lekgolo combat elements within the host of forces presently occupying the Ark. Often enigmatic and inscrutable in action, Colony is believed to be a specialized command form of the traditional Mgalekgolo once encountered within the ranks of the Covenant and takes orders from Atriox alone. This facet has often put it at odds with other Banished leaders, or even in direct opposition with them, something the pair has little concern for. The meticulous groundwork laid by Colony and its horde-forces ultimately led to the swift raid conducted on the Dreadnought, and eventually the capturing of its slipspace crystals to aid the warmaster's return.

DESTROYER_01000111

THE DESTROYER

YAPYAP	
HEIGHT: 5ft (152.4cm)	**WEIGHT:** 260lbs (118kg)
BIRTH WORLD: Balaho	**DATE OF BIRTH:** October 2, 2438

Although possessing very little real authority within the Banished's formal activities, Yapyap the Destroyer made a name for himself among Unggoy by recovering the crown of the High Prophet of Truth and wearing it as a claim to leadership. His independence and bravado since this event have ignited a notable following of renegades and malcontents from the Banished's numbers, leading to a series of risky campaigns into unexplored regions of the Ark. Atriox tolerated such activities for a time, allowing the Unggoy's forces to absorb the costly brunt of hostile defensives still present on the ancient installation. With the warmaster's departure and the rise of Let 'Volir to meet the remaining human threat, it is unlikely that such impudence will be entertained much longer.

BANISHED INDIVIDUALS //

NOTABLE FIGURES

AMONG THE BANISHED'S MOST POWERFUL WARRIORS WERE SEVERAL INDIVIDUALS WHO PLAYED AN INSTRUMENTAL ROLE IN THE EVENTS THAT LED TO THE ASSAULT OF ZETA HALO. WHILE SOME HAVE PERISHED AND OTHERS HAVE ABANDONED THEIR FORMER POST, THE ACTIONS OF ALL HAVE NOW PLACED THE BANISHED ON THE PRECIPICE OF VICTORY.

OKRO_01000111

BLOODBRAVE GUARDIAN OF SUBAN

OKRO 'VAGADUUN	
HEIGHT: 8ft 6in (259.1cm)	**WEIGHT:** 391lbs (177.4kg)
BIRTH WORLD: Feldokra	**DATE OF BIRTH:** March 2, 2493

A remarkably skilled blademaster who learned at the feet of the legendary Toha 'Sumai, Okro 'Vagaduun is the last surviving member of the Bloodbrave Guardians of Suban–a mercenary sect which spurned allegiance to the Covenant for the sake of the purity of the Sangheili people. When the High Prophets sought to end this recalcitrant autonomy in the Subanese jungle-crater of Kovokel, they dispatched an entire battle group to obliterate any vestige of the Bloodbrave Guardians they could find. 'Vagaduun was the only one to survive this massacre. In his escape, he encountered Decimus of the Banished and was, to his surprise, offered quarter. With nothing left remaining of his home, 'Vagaduun joined the war chief and found new meaning in their ranks, playing a pivotal role in numerous Banished campaigns and eventually escorting Atriox himself to Zeta Halo.

SCOURGEMAKER_01000111

THE SCOURGEMAKER

ZERETUS	
HEIGHT: 8ft 7in (261.6cm)	**WEIGHT:** 1,498lbs (679.5kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** May 21, 2506

Atriox's violent revolt against the Covenant did not immediately entice the formidable Captain Zeretus to join. The infamous Scourgemaker never questioned the Banished's resolve or legitimacy, only its ability to stand the test of time. When the Covenant itself was brought to sudden ruin at the close of the War of Annihilation, it became clear that the Banished were the only ones capable holding their own place in the galaxy. Joining Atriox's numbers, Zeretus proved his valor in combat and his ability to command forces on the battlefield. During the Banished's campaign against the humans on the Ark, his skills were tested even further, yet he emerged a favored choice of Atriox to return to the galaxy in their pursuit of Zeta Halo. On the ringworld, the Scouragemaker was integrated into the Bloodstars and sent out to crush what remained of the humans.

FEODRUZ_01000111

KEEPER COMMANDER

FEODRUZ	
HEIGHT: 8ft 5in (256.5cm)	**WEIGHT:** 1,340lbs (607.8kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** August 5, 2499

Like many Jiralhanae, Feodruz was born into the Covenant's occupation of Doisac, trained from the earliest of ages to embrace and observe its religious strictures. He and his brothers from the clan of Val'Mokta were linked to the Fleet of Obligatory Tolerance for years before they were pressed into battle against the human worlds during the War of Annihilation. For decades, Feodruz served the edicts of the Prophets with unquestioning devotion, embracing the tenets of the Covenant until its sudden end at the hands of the humans. In the years that followed, Feodruz found purpose under the leadership of Dokab Castor of the Keepers, but in a series of fateful events and sheer pragmatism, he ultimately joined the Banished's numbers on the Ark.

'GADOGAI_01000111

THE BLADEMASTER

INSLAAN 'GADOGAI	
HEIGHT: 7ft 11in (241.3cm)	**WEIGHT:** 321.1lbs (145.6kg)
BIRTH WORLD: Saepon'kal	**DATE OF BIRTH:** February 12, 2489

Shrewd and cunning in every respect, 'Gadogai's intimidating confidence is vividly communicated by his refusal to take weapon or armor into battle. Azl 'Lamoul, the Sangheili blademaster who would become 'Gadogai, was a clear choice as the kaidon of his keep in the state of Varo. When he encountered Olabasi, the daughter of a neighboring keep's matriarch, he quickly fell in love and together they pledged to join keeps once he became kaidon. The Marshal of Varo, however, secretly denied this union, sending assassins into 'Lamoul's keep to slaughter everyone except for 'Lamoul himself. Humiliated but unable to exact revenge, he fled into the war and quickly proved himself, drawing an invitation from the Silent Shadow and eventually a new name–Inslaan 'Gadogai. At the fall of the Covenant, the legendary blademaster joined the Banished and became one of Escharum's most trusted warriors. Yet when the Keeper leader known as Castor defected, 'Gadogai was forced to betray his former allegiance, allying with the *dokab* who had proven to be his most loyal friend. Roaming the surface of the Ark, both he and Castor now seek what they have long since been denied: revenge.

DEUKALION_01000111

CHIEFTAIN OF THE LEGION OF THE CORPSE-MOON

DEUKALION	
HEIGHT: 9ft 2in (279.4cm)	**WEIGHT:** 1,621lbs (735.3kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** October 14, 2500

Rising to the position of chieftain at a young age due to a series of violent betrayals in his clan, Deukalion learned to keep his allies close and his enemies even closer. The Legion of the Corpse-Moon was known for wandering the orbital corridors of Doisac, looking to seize the spoil of any ship that crossed their path. Yet, due to the internal strife that had shaken its loyalties, Deukalion–wielding the Black Death hammer as his own right to lead–was the only one strong enough to take control. In the years following the war, Deukalion swiftly grew the Legion's numbers, but with the rise of the Banished, he sought an opportunity to leave the paltry spoil of Oth Sonin in search of greater quarry. Contracted by Atriox as a legionmaster, Deukalion's forces were incorporated under Escharum's authority. After a race against clans to secure a portal on Reach, Deukalion and the Legion accompanied the Banished to Zeta Halo, conducting patrols aboard the *Despoiler*.

BALLAS_01000111

CHIEFTAIN OF THE RAVAGED TUSKS

BALLAS	
HEIGHT: 8ft 5in (256.5cm)	**WEIGHT:** 1,619lbs (734.4kg)
BIRTH WORLD: Doisac	**DATE OF BIRTH:** December 5, 2501

Ruthless and unwavering in his determination, Ballas served as the chieftain of the Ravaged Tusks for over two decades, a clan known for its reputation as smugglers and slavers. Even prior to the end of the war, and with no real allegiance to the Covenant religion, Ballas saw value in joining the Banished, fighting alongside Atriox's other warlords as a legionmaster for the sake of greater reward. The Ravaged Tusks rose under Escharum's command, but he eventually found himself pitted against other clans on the surface of the human world Reach. Despite their mutual animosity and mistrust of each other, the group succeeded in accessing a portal and bringing Atriox back into the galaxy. Upon his return, the warmaster gave the Ravaged Tusks new orders: accompany the Banished fleet to Zeta Halo aboard their warship *Voidfaith*. Upon arriving, Atriox set Ballas loose against the humans, scouring the ring's surface for any enemies who might have survived.

BANISHED SPACESHIPS //

BANISHED WARSHIPS

AS THE BANISHED EXPANDED, ATRIOX DIVERTED RESOURCES INTO BOLSTERING THEIR PRESENCE AMONG THE STARS, UTILIZING BOTH JIRALHANAE AND COVENANT-SOURCED DESIGNS TO RAPIDLY ACQUIRE AN IMPRESSIVE AND FORMIDABLE NAVY.

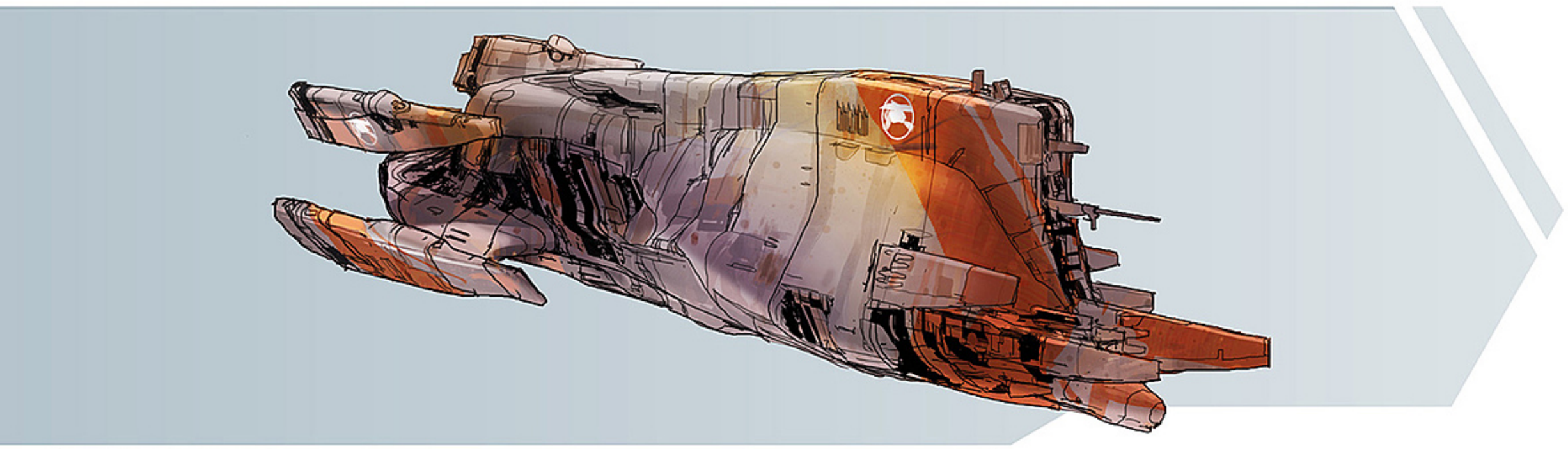
JIRALHANAE SPACECRAFT

While Atriox relied almost exclusively on vessels procured from Covenant fleets during the early years of their revolution, the collapse of the old empire and political volatility of the galactic stage has afforded the Banished an opportunity to reclaim the essence of their Jiralhanae heritage and extend it to all shipwrighting and maritime endeavors. Building on the technologies they had taken for granted within the Covenant, entirely new vessels were designed and created in the abandoned shipyards of Oth Sonin. In a very short time, a new era of Jiralhanae space travel had begun.

KARVE_01000111

KARVE

Quick to construct and relatively easy to maintain, karves represent the backbone of the Banished fleet and can serve as escorts to dreadnoughts, as well as carry out a wide range of mission types on their own. The karve design is primarily of Jiralhanae origin but has incorporated elements gleaned from Kig-Yar shipbuilding methods. While much smaller than their dreadnought cousins, karves share a similar up-armored prow, designed to be used offensively if necessary. Before the Great Immolation, karves were leveraged to patrol territories and ferry cargo.



INTRUSION_CORVETTE_01000111

INTRUSION CORVETTE

Initially part of the Covenant's own stable of specialized warships, intrusion corvettes were originally small vessels built for supporting anti-ship efforts in space, as well as aiding in the insertion of infantry and light scouting vehicles when deployed groundside. Masking the presence of an invasion fleet, these ships played an important role in giving the Covenant a strategic advantage as they descended on countless worlds. The Banished ultimately stripped down and extensively modified the underlying framework to suit the needs of their own fleet.

COVENANT VESTIGES

Key to the initial expansion of the Banished fleet were the appropriated Covenant vessels supplied by allied shipmasters or hijacked by Jiralhanae boarding parties. However, cut off from the empire's vast naval infrastructure, many of these craft proved difficult to maintain at optimal operational capacity.

ENDURING_CONVICTION_01000111

ENDURING CONVICTION

Shortly after the close of the Covenant's war against humanity, Atriox led an assault on a base complex occupied by the Sangheili-led Fleet of Recalcitrant Ire. During the attack, Atriox and his forces were captured and brought on board the assault carrier *Enduring Conviction* to be confronted and sentenced by the vessel's shipmaster, Let 'Volir. However, what transpired was a dramatic and unexpected shift of allegiance, as Atriox presented the shipmaster with a compelling case that 'Volir and his crew would actually benefit greatly from joining the Banished. Valuing what might offer the greatest future for those under his command, 'Volir pledged his entire ship and crew in service to the Banished with the promise of a much more secure place in the galaxy. *Enduring Conviction* became a flagship within the Banished fleet and would eventually lead their mission to the Forerunner Ark. Upon arrival at the great foundry, however, the Banished would encounter strong human resistance, resulting in a vicious struggle that would ultimately see the carrier's untimely destruction by the installation's vast sentinel defense force.

DREKAR_01000111

DREKAR

As the High Prophet of Truth prepared to lay the groundwork for the elevation of the Jiralhanae over the Sangheili, he personally commissioned the design of a new class of warship, combining the technological advancements of the Covenant and the rugged aesthetic and force application of the Jiralhanae. The first examples were still in the final stages of construction when the Great Schism shook the empire to its core, setting in motion events that quickly resulted in the Covenant's rapid splintering. In the following years, clandestine raids on informant cells and Covenant armories were launched, as the Banished quietly sought to procure these new vessels and secure a vital win for their naval capabilities. Eventually, the relentless faction was successful, yet to what end remains largely a mystery. Analogous to humanity's prowlers, the drekar is a powerful and versatile stealth vessel–though small in number, the Banished complement of these ships proved critical in implementing strategies that ultimately resulted in the occupation of Zeta Halo. How many drekars the Banished currently possess remains a mystery.

BANISHED SPACESHIPS //

DREADNOUGHT

THE MOST COMMON OF BANISHED WARSHIPS IS THE DREADNOUGHT, A MASSIVE POWERHOUSE WITH A VICIOUS ARSENAL AND AWESOME TACTICAL CAPACITY FOR PLANETARY OCCUPATION. LIKE THE CRIMSON OGRE-WOLVES OF TEASH'S OUTLAND WASTES, AT THE DIRECTION OF A SKILLED SHIPMASTER, A RAVENOUS PACK OF DREADNOUGHTS CAN HUNT DOWN AND DECIMATE NEARLY ANY OPPONENT.

DREADNOUGHT_01000111

BANISHED DREADNOUGHT

SPECIFICATIONS	
DESIGN: Irusk Workshop	**INTEGRATION:** 2553
LENGTH: 8,743ft (2,665m)	**MASS:** 127 million tonnes
ARMAMENT: 1x superheavy grav-impact driver, 6x light plasma lances, 10x incinerator plasma cannon clusters, 40x scindere arrays, 24x plasma torpedo silos, 70x pulse laser batteries	

Banished dreadnoughts represent the culmination of the faction's rapid rise to power, vessels built from repurposed and aggressively modified Covenant hulls and designed from the ground up to be the vanguard of a new age for the Jiralhanae people. Dreadnoughts were originally created as full-scale occupation ships, equipped with everything necessary to maintain security and military superiority over a world. However, after the stunning destruction of Doisac, these powerful warships suddenly became much more than a display of military force—they became a lifeline for the Jiralhanae's entire civilization.

NAMING CONVENTIONS

Banished dreadnoughts are named for the spirits and legends of lost Jiralhanae culture, an ancient system of practices that predate the Covenant. Originally this practice was meant to honor what had been lost in the Great Immolation, but the more recent destruction of their home-world has seen these dedications take on even greater significance.

- GHOST OF GBRAAKON
- GHOST OF LODON
- GHOST OF TIACORO
- GHOST OF BAROLON
- GHOST OF GFOLOS
- GHOST OF MALKADYR

OCCUPATION INFRASTRUCTURE

Dreadnoughts are outfitted with massive complements of drop-bases, vehicles, heavy artillery emplacements, and utility equipment, and can deploy a full-scale occupation force of over ten thousand warriors. Modular drop-base designs allow the Banished to tailor an invasion contingent to fit the needs of a wide variety of mission objectives and environments, providing a plethora of options for military engagement, outpost establishment, and resource allocation. Initial drops generally rely on scouting parties, heavy infantry, and resupply stations. These elements work in concert to secure a given area in order to proceed with the next phase: the establishment of outposts. Banished outposts can be configured for different tasks, from forges and armories to communication arrays and transportation checkpoints. Typically an outpost will also serve as a de facto command hub until a more robust

TRAWL_BAY_01000111

and centralized local headquarters can be established, all assembled from component sections deployed by orbiting dreadnoughts.

AMBUSH AT ZETA

When the Banished arrived at Zeta Halo, they immediately initiated an attack on UNSC forces who had come for their own purposes. At the forefront of the Banished attack were several dreadnoughts, coordinating a sudden and violent barrage of artillery fire and ship-to-ship collisions to disable the UNSC *Infinity* and its entire escort fleet. Banished boarding craft were quickly dispatched to insert raiding parties directly onto the human supercarrier, eliminating much of the ship's personnel and scattering whatever remained, forcing all who survived to evacuate onto the ring's surface. During this raid, the Spartan known as the Master Chief was defeated by the Banished warmaster Atriox and left for dead in the surrounding debris. Following this initial victory, the Banished dreadnoughts turned their attention back toward the ring itself, preparing to deliver countless infantry and matériel to the installation's surface.

GHOST OF GBRAAKON

Nearly six months after this attack, the dreadnought *Ghost of Gbraakon* was unexpectedly boarded by the Master Chief. Believing the Spartan to already be dead, Banished forces were initially caught by surprise, but quickly began to bolster the ship's defenses under orders from the war chief Escharum. As the Spartan fought his way through the bowels of the dreadnought, he formulated a plan to scuttle the ship by destroying the engine cooling system, overloading the drives and causing a catastrophic chain reaction. This effort was ultimately a success and the *Ghost of Gbraakon* was eventually disabled and destroyed, allowing the Spartan to narrowly escape aboard a Pelican dropship that had been captured by the dreadnought's stasis beam.

DEPLOYMENT_BAY_01000111

COMMAND_BRIDGE_01000111

BANISHED VEHICLES //

INFILTRATION VEHICLES

MANY BANISHED VEHICLES HAVE INTIMIDATING SCALE AND FEROCITY, AWAKENING TERROR IN THOSE WHO ENCOUNTER THEM. YET IT IS OFTEN THE SHEER PRACTICAL BENEFITS OF SPEED, MOBILITY, AND SUPPORT, EMPLOYED IN LARGE NUMBERS BY THEIR LIGHT COMBAT AND INFILTRATION VEHICLES, WHICH GIVE THEIR GROUND FORCES A DECISIVE EDGE IN BATTLE.

GHOST

A staple of Covenant forces for many ages, the Ghost is a single-operator scout bike using a boosted-gravity drive to hover and maneuver. The Banished have commissioned a number of variants, but most of these closely adhere to the traditional configuration. They all boast remarkable acceleration and speed, and are lightly armed with two fore-mounted plasma cannons. Like all Banished vehicles, many variants are impressively up-armored compared to their former Covenant counterparts, with additional plating to increase resilience. This allows it to withstand significant damage, as most operators enjoy ramming infantry and vehicles whenever possible. Ghosts are primarily utilized as scout bikes, conducting reconnaissance and security patrols.

RIUCTDA_GHOST_01000111

RIUCTDA WORKSHOP SCOUT BIKE	
MANUFACTURER: Armory of Barukaza	**CREW:** 1 operator
LENGTH: 15.7ft (4.8m)	**WIDTH:** 12.8ft (3.9m)
HEIGHT: 6.2ft (1.9m)	**WEIGHT:** 0.9 tons (0.8 tonnes)
ARMAMENT: 2x plasma cannons	

The most common Ghost employed by the Banished was first developed by the workshops of the Riuctda. While bearing a slightly leaner frame that deftly balances both speed and armor, its plasma cannons have been notably augmented with a far more aggressive Jiralhanae design.

ZAAGOKELU_GHOST_01000111

ZAAGOKELU WORKSHOP SCOUT BIKE	
MANUFACTURER: Armory of Gethrog	**CREW:** 1 operator
LENGTH: 16.6ft (5.1m)	**WIDTH:** 14.7ft (4.5m)
HEIGHT: 7.3ft (2.2m)	**WEIGHT:** 1.2 tons (1.1 tonnes)
ARMAMENT: 2x plasma cannons	

One of the first Banished variants of the Ghost, the Zaagokelu format is extraordinarily well-armored, allowing the Ghost to sustain impressive amounts of damage. Upgrade modifications included an energy-shielding system system, which gives it even greater resilience in the field.

MARAUDER

One of the Banished's key infantry-fighting vehicles is the Marauder, a fast, medium-sized war-sled with an aggressive arsenal that includes a rear-mounted plasma mortar and an integrated missile launcher. The dual effect of these weapons, combined with the vehicle's deft maneuverability and quick acceleration, is a challenging mixture for opponents to counter. Marauders generally protect infantry lines and outposts, working with bands of Ghosts to hunt down enemy scouts in contested territory. Several modular upgrades have been introduced by various warlords and commanders, such as a thicker hide of ablative plating which increases the vehicle's durability in combat. Shipmaster Let 'Volir has also incorporated cloaking into the Marauder's capabilities, allowing it to conduct stealth operations when necessary.

MARAUDER_01000111

EKLON'DAL WORKSHOP WAR-SLED	
MANUFACTURER: Eklon War-Forges	**CREW:** 1 operator + 1 gunner
LENGTH: 40.8ft (12.4m)	**WIDTH:** 24.5ft (7.5m)
HEIGHT: 14.5ft (4.4m)	**WEIGHT:** 5.4 tons (4.9 tonnes)
ARMAMENT: 1x plasma mortar, 1x missile launcher	

The Eklon'Dal lineage is one of several Marauder formats in production, this one based on the old war-sleds of the Immolation, a violent conflagration that consumed all of Doisac long ago. Atriox himself commissioned this design after acquiring several of the originals from a salvager on Teash.

CHOPPER

Originally a late creation within the Covenant alliance, the Chopper was the makeshift construction of a Huragok aboard *Rapid Conversion*, the first warship to make contact with the humans. Although the Huragok had originally intended a peaceful use for the vehicle, the Jiralhanae aboard quickly redefined it into an implement of war, fixing heavy spike cannons to its massive fore-wheels and augmenting the front of its chassis into a razor-sharp sundering ram. Its design narrowly survived the first battle with the humans and was reforged into what is now known as the Chopper, a single-operator vehicle not unlike the attack bikes used by raiders and salvagers on Doisac. Highly esteemed by the Banished, it took little time for this vehicle to dominate their groundside fleet, allowing legions of glory-hungry Jiralhanae to prove themselves in battle.

BOLROCI_CHOPPER_01000111

BOLROCI WORKSHOP ATTACK BIKE	
MANUFACTURER: Armory of Barukaza	**CREW:** 1 operator
LENGTH: 22.1ft (6.7m)	**WIDTH:** 9.7ft (3m)
HEIGHT: 10.3ft (3.1m)	**WEIGHT:** 1.3 tons (1.2 tonnes)
ARMAMENT: 2x heavy spike cannons, 1x sundering ram	

The largest number of Choppers within the Banished armament hail from the design lineage of Bolroci, a swamp-fortress workshop of the same name. Though more lightly armored than other formats, the Bolroci is astonishingly effective against all comparative human opposition.

BARUG'QEL_CHOPPER_01000111

BARUG'QEL WORKSHOP ATTACK BIKE	
MANUFACTURER: Gethrog Armory	**CREW:** 1 operator
LENGTH: 31.9ft (9.7m)	**WIDTH:** 16.2ft (5m)
HEIGHT: 12.4ft (3.8m)	**WEIGHT:** 2.2 tons (2 tonnes)
ARMAMENT: 2x heavy spike cannons, 1x sundering ram	

Favoring raw destruction over mobility, the Barug'qel Chopper is heavily armored and built to plow through enemy fortifications and vehicles with its sheer mass. An offshoot of this format was known as the Terror Chopper, equipped with shrapnel cannons and large bladed spikes.

DEATH WAGON

Support wagons have a long and storied legend during the centuries-old conflicts of Doisac, either being used as a stimulant dispenser to incite warriors into a violent frenzy prior to battle or penetrating enemy lines to blanket them with toxic gases before they could mount an attack. Pursuing this same strategy, Eklon'Dal's workshops labored with Banished war-architects to develop the Death Wagon, what is now universally viewed as the most advanced support vehicle among all Jiralhanae sects. With design elements borrowed heavily from other vehicles, Eklon'Dal forged a terrifying machine, explicitly capable of infiltrating even the best defended areas, spewing out chemicals to poison the enemy while dispatching ravenous stalker-packs into the putrid fog, to hunt down whatever might have survived.

DEATH_WAGON_01000111

EKLON'DAL WORKSHOP SUPPORT WAGON	
MANUFACTURER: Eklon War-Forges	**CREW:** 1 operator
LENGTH: 38.6ft (11.8m)	**WIDTH:** 38.9ft (11.9m)
HEIGHT: 18.7ft (5.7m)	**WEIGHT:** 12 tons (10.9 tonnes)
ARMAMENT: Varies	

During the Banished's occupation of the Ark, Yapyap the Destroyer ordered the alteration of a number of Death Wagons, incorporating methane components in order to excite his faithful charges into a fury. This modification was not authorized by Banished leadership. Although none have been witnessed by the UNSC personnel stranded on Zeta Halo, the Death Wagon would prove an extraordinary tactical advantage for the Banished on the ringworld, as they attempt to hunt down and crush whatever remains of the *Infinity*'s ill-fated assault.

BANISHED VEHICLES //

COMBAT WALKERS

THE BANISHED HOST AN INTIMIDATING DIVERSITY OF WEAPONIZED COMBAT WALKERS, BEING DRAWN TO THE EXTRAORDINARILY POWERFUL ARMAMENT THESE VEHICLES POSSESS AND THEIR ABILITY TO QUICKLY TRAVERSE VIRTUALLY ANY ENVIRONMENT AND FUNCTION EFFECTIVELY IN HOSTILE CONDITIONS THAT WOULD DEVOUR OTHER MILITARY ASSETS.

BLISTERBACK_01000111

BLISTERBACK

GYDROZKA WORKSHOP SIEGE CRAWLER	
MANUFACTURER: Kordulaan War-Forge	**CREW:** 1 operator + 1 weapons technician
LENGTH: 46.5ft (14.2m)	**WIDTH:** 49.5ft (15.1m)
HEIGHT: 28.1ft (8.6m)	**WEIGHT:** 120 tons (108.9 tonnes)
ARMAMENT: 6x Annihilator missile launchers, 2x heavy plasma cannons	

A highly versatile aerial siege vehicle developed at the behest of Atriox, the Blisterback is one of the most impressive machines in the Banished's entire arsenal. Alternating between two modes, the Blisterback can bombard a target from the air with a pair of heavy plasma cannons mounted on its forelegs or enter lockdown mode on the ground, launching six Annihilator missiles at a time from its back silos.

GOBLIN_01000111

GOBLIN

EKLON'DAL WORKSHOP BALAHO BATTLESUIT	
MANUFACTURER: Eklon War-Forges	**CREW:** 1 jockey
LENGTH: 13ft (4m)	**WIDTH:** 16.6ft (5.1m)
HEIGHT: 16.8ft (5.1m)	**WEIGHT:** 2.5 tons (2.3 tonnes)
ARMAMENT: 1x needle cannon, 1x shardstorm launcher	

The Banished have created their own versions of the Goblin first introduced in the Covenant, deploying select Unggoy into the Balaho-sourced armor for security details, scouting patrols, and suppression operations. If the Covenant considered Goblin jockeys and their equipment largely expendable, the Banished warlords do all the more so, most not even formally recording these assets among their forces for fear of shame and recrimination. Despite this position, Eklon'Dal's variant is highly effective in combat, offering impressive mobility and firepower.

REAVER_01000111

REAVER

DOVOTAA WORKSHOP SKY PROTECTOR	
MANUFACTURER: Crucibles of Dovotaa	**CREW:** 1 operator
LENGTH: 20.4ft (6.2m)	**WIDTH:** 18ft (5.5m)
HEIGHT: 25.3ft (7.7m)	**WEIGHT:** 9.2 tons (8.3 tonnes)
ARMAMENT: 2x Thrasher missile pods, 2x spike cannons	

Controlled by a single operator through a machine-link neural connection, the Reaver is a heavily armored yet agile biped walker designed to counter enemy aircraft. Armed with two Thrasher anti-aircraft missile pods, the walker can swiftly traverse the battlefield through its jump-jet propulsion system, accessing safe firing positions to cull enemies out of the sky. The Reaver's twin-linked spike cannons and energy shielding offer protection against hostile infantry, its operator hidden within a well-protected canopy. The vehicle's sensor system was originally salvaged from an unlocked Covenant augur assembly.

SCARAB_01000111

SCARAB

BARUKAZA WORKSHOP FORTRESS BREAKER	
MANUFACTURER: Armory of Barukaza	**CREW:** 1 pilot, 30 passengers
LENGTH: 143.6ft (43.8m)	**WIDTH:** 94.6ft (28.8m)
HEIGHT: 197.4ft (60.2m)	**WEIGHT:** 617 tons (559.7 tonnes)
ARMAMENT: 1x heavy focus cannon, 6x Thrasher missile launchers	

In the Covenant's aftermath, Scarabs are greatly prized excavation vehicles, but in the service of the Banished they are almost exclusively used as machines of war. Significantly modified by the Barukaza workshop to function as a highly fortified siege engine and mobile outpost, the Banished Scarab is the most formidable ground vehicle in the faction's arsenal. Heavy armor held aloft by four fully articulable legs, powered by unstable plasma generators under the guidance of the Rhulolekgolo, this Scarab presents an existential threat to any who encounter it, and, given its precariously volatile design, even to those within it.

LOCUST_01000111

LOCUST

BARUKAZA WORKSHOP SIEGE CRAWLER	
MANUFACTURER: Armory of Barukaza	**CREW:** 1 operator
LENGTH: 28.9ft (8.8m)	**WIDTH:** 30.5ft (9.3m)
HEIGHT: 21.5ft (6.6m)	**WEIGHT:** 8.6 tons (7.8 tonnes)
ARMAMENT: 1x focus cannon	

The Banished rarely use their Locusts for excavation, as they are generally less discerning in their recovery efforts and instead use cruder, but more efficient tools. Banished Locusts serve as mobile siege engines and assault walkers, supporting infantry and armored vehicles tasked with destroying enemy military outposts and any Forerunner defensive constructs that impede Atriox's plans. Locusts are operated by a single Unggoy levy and a pruned colony of Rhulolekgolo, forced into control clusters to provide the vehicle with heightened atavistic capabilities, which improve its overall combat effectiveness. With the removal of San'Shyuum sanctions, the vehicle's overall power ceiling has notably increased.

SKITTERER_01000111

SKITTERER

KLAVRIG WORKSHOP SUPPORT CRAWLER	
MANUFACTURER: Armory of Gethrog	**CREW:** None
LENGTH: 71.5ft (21.8m)	**WIDTH:** 72.9ft (22.2m)
HEIGHT: 41.4ft (12.6m)	**WEIGHT:** 58.4 tons (53 tonnes)
ARMAMENT: 2x linked beam cannons	

A swift quad-walker with powerful twin-linked beam cannons, the Skitterer is commonly used as overwatch for other units. Forged from leaner, yet adaptable Dipholekgolo hives, the San'Shyuum had once explored the possibility of leveraging smaller gestalts for the purpose of autonomous machine control, but that plan never saw widespread use due to the aberrant and sometimes erratic nature of those groups. With the rise of the Mgalekgolo pair Colony into a position of command within the Banished, such concerns have been all but eliminated. Colony is capable of controlling and coordinating mass deployments of Skitterers, allowing the Banished to send out vast waves of these readily expendable vehicles with offensive capabilities that are unusually deadly.

BANISHED VEHICLES //

HEAVY ARMOR

THEIR PROCLIVITY TOWARD UNBRIDLED AGGRESSION AND WANTON DESTRUCTION NATURALLY INCLINED THE BANISHED TOWARD POWERFUL VEHICLES LIKE THE FORMER COVENANT'S WRAITH, A FEARSOME MORTAR TANK WITH AGILE MOBILITY AND ENOUGH FIREPOWER TO REDUCE AN ENTIRE CITY TO DEBRIS. WHEREVER BANISHED GROUND OCCUPATIONS EXIST, THE WRAITH IS DEPLOYED IN FORCE.

WRAITH

The Banished commissioned dozens of Wraith designs across a number of war-forges and armories, more intent on having a vast and diverse stable to draw machines from than to establish the supremacy of one particular format. Like most assets resurrected from the now-defunct Covenant empire, the Wraith was suitably augmented for Banished use with multiple layers of armor plating splayed over each other, creating extraordinary protection against most small arms. The Wraith's power systems were decoupled from regulators originally put in place by ecclesiastical bureaucrats, allowing its speed, mobility, and weaponry to see marked improvement, though many of these remain dangerously unstable. Closely adhering to the Jiralhanae's traditional war theory, some Banished Wraiths incorporate a dangerous array of spikes at the vehicle's fore.

BOLROCI_WRAITH_01000111

BOLROCI WORKSHOP MORTAR TANK		
MANUFACTURER: Forge of Raansek	**CREW:** 1 operator + 1 gunner	**LENGTH:** 30.3ft (9.2m)
WIDTH: 29.6ft (9m)	**HEIGHT:** 13ft (3.9m)	**WEIGHT:** 55.9 tons (50.7 tonnes)
ARMAMENT: 1x plasma mortar, 1x plasma cannon		

Dominating the Banished battle lines on Zeta Halo, the Bolroci workshop's Wraith is one of the most common currently in production. For the savage, spoil-hungry Banished, this Wraith's speed, power, and sheer ferocity leave little left to be desired. Like most Covenant Wraiths before them, the Banished's format includes a powerful plasma mortar to bombard enemy lines from a distance and a single, energy-shielded plasma cannon, which wards off any infantry foolish enough to come within range. Its aggressive boosting speed makes even its chassis a powerful and devastating weapon in the hands of a skilled operator.

EKLON'DAL_WRAITH_01000111

EKLON'DAL WORKSHOP MORTAR TANK	
MANUFACTURER: Eklon War-Forges	**CREW:** 1 operator
LENGTH: 33.4ft (10.2m)	**WIDTH:** 30.6ft (9.3m)
HEIGHT: 13.3ft (4m)	**WEIGHT:** 56.3 tons (51.1 tonnes)
ARMAMENT: 1x plasma mortar, 2x plasma cannons	

The Eklon war-forges produced one of the first Banished Wraiths ever, a vicious, bladed monster with twin plasma cannons, designed to evoke fear as much as inflict pain. This variant was the most common among the forces currently deployed from *Enduring Conviction* to the Ark, and was pitted against the crew of the UNSC *Spirit of Fire*.

WRAITH INVADER

EKLON'DAL WORKSHOP WARRIOR CARRIAGE	
MANUFACTURER: Eklon War-Forges	**CREW:** 1 operator + 16 passengers
LENGTH: 43.8ft (13.3m)	**WIDTH:** 27.4ft (8.4m)
HEIGHT: 13.3ft (4m)	**WEIGHT:** 67.4 tons (61.1 tonnes)
ARMAMENT: Varies	

WRAITH_INVADER_01000111

The Banished's most heavily armored infantry transport is the Wraith Invader. Although the vehicle is modestly armed, fitted only with a single remotely operated turret it can be easily modified to employ a full range of dangerous and experimental weapons, including siphon beams and scorch plasma mortars. Infantry carried in the Wraith Invader also have access to fire ports, enabling them to shoot their own weapons while being transported. Upon reaching their deployment site, the vehicle's flanks have a six access ports, allowing warriors to disembark quickly into enemy territory. Now fully incorporated into the Eklon'Dal workshop's suite of formats, the Wraith Invader was originally developed under the direction of Warlord Pavium. He had ordered the aggressive reconstitution of salvaged mortar tank hulls to build a rugged machine capable of successfully penetrating enemy-controlled territory, deploying warriors to cut off supply convoys and sever the enemy's ability to fight on the frontlines. This strategy was used to great effect during the Banished's campaigns on the Ark. Templates for Pavium's original vehicle designs would have remained stranded on the Ark if it was not for Atriox's exodus and return to the galaxy. It is unknown if any Wraith Invaders were deployed on the surface of Zeta Halo, but many humans suspect they have been.

IRONCLAD_WRAITH_01000111

TERROR_WRAITH_01000111

IRONCLAD WRAITH

As an extension of the traditional Eklon'Dal variant, the Ironclad is a heavily up-armored siege and assault Wraith, equipped with a modified weapon known as the scorch plasma mortar. Unlike customary Wraith mortar rounds, which immediately dissipate upon detonation, the scorch's residual energy leaves boiling plasma on the ground after its detonation, creating a volatile and deadly crater of fire within the enemy's lines. The vehicle's hull design was dramatically altered to improve its defenses through both the addition of ablative plating and the incorporation of an energy shield, making it astonishingly impervious against enemy fire. Four extended ramming spikes on its front complete the Ironclad's upgrades, forcing opponents to keep a distance from the vehicle, lest they find their personnel and machines claimed by these heavy barbs. This tactical response is by design, as it often puts the enemy in perfect range of the Wraith's mortar.

TERROR WRAITH

Aptly named, the Terror Wraith developed by Voridus of the Long Shields is as much a spectacle of fear as it is a weapon of war. The vehicle's frightening design plays into Voridus's own eccentric tendencies, both his interest in the psychological manipulation of his opponents and in arcane Forerunner technologies, such as the enigmatic infusion technology. In addition to an increase in armor and energy shielding, the Terror Wraith's front end is lined with deadly sharp spikes that have been extended well beyond most template parameters, and which are used to puncture enemy vehicles and skewer those inside. The Wraith's weapon is an aggressively modified mortar that can launch a roiling torrent of infusion matter at an opposing force, decimating its lines in an uncontrollable firestorm of exotic energy. The effect Voridus's modifications have on enemy morale is unsurprising, and oftentimes proves pivotal during the course of a battle.

BANISHED VEHICLES //

GROUND SUPPORT VEHICLES

FROM MODIFIED BANSHEE FLYERS TO SPECIALIZED ESCORTS, THE BANISHED HAVE CONTINUED TO UPDATE AND IMPROVE THEIR COMBAT VERSATILITY OVER WAR-TORN SKIES, ADAPTING TECHNOLOGIES AND TOOLS ONCE EMPLOYED BY COVENANT WAR-ARCHITECTS WITH NEWLY FORGED DESIGNS, CAPABLE OF ENDURING THE STRAIN OF JIRALHANAE BATTLE METHODS.

KAELUM_BANSHEE_01000111

BANSHEE

KAELUM WORKSHOP ATTACK FLYER
MANUFACTURER: Forge of Raansek
CREW: 1 operator
LENGTH: 25ft (7.6m)
WIDTH: 23.5ft (7.2m)
HEIGHT: 10.6ft (3.2m)
WEIGHT: 1.4 tons (1.3 tonnes)
ARMAMENT: 2x medium plasma cannons, 1x fuel rod cannon

Based on the *Is'belox*-pattern, the Banshees of Kaelum have been thoroughly redesigned to optimize armor and combat durability, but also to retain–and even enhance–the base chassis' core aerodynamic efficiency. The sleeker profile and longtail design offer a reduction in drag to improve the vehicle's top-end speed, allowing it to also operate in interceptor roles when required. During the ambush of UNSC forces on Zeta Halo, Kaelum Banshee squadrons decimated human forces from the skies of the ringworld, while also battling against local sentinel defenses. During the Banished's occupation, their effectiveness was unmatched.

BANSHEE_STRIKE_01000111

'AHTULAI_BANSHEE_01000111

BANSHEE

'AHTULAI WORKSHOP ATTACK FLYER	
MANUFACTURER: Gethrog Armory	**CREW:** 1 operator
LENGTH: 15ft (4.6m)	**WIDTH:** 20.3ft (6.2m)
HEIGHT: 11.4ft (3.5m)	**WEIGHT:** 2.7 tons (2.4 tonnes)

An aggressive engineering endeavor approved by shipmaster Let 'Volir, the *Enduring Conviction*'s complement of *Ohgal*-pattern Banshees was converted to a modified spec in order to quickly augment the Banished war efforts. In addition to an up-armored cockpit cowling and wing structure, the plasma cannons and fuel rod cannon have been tuned for maximum lethality, with upgraded plasma torpedo launchers also available for specific mission types. In keeping with the Jiralhanae's reckless commitment to their enemy's destruction, some pilots have even chosen to outfit their Banshees with volatile ordnance packs, ensuring maximum damage can be inflicted in the event their vehicle is shot down.

SHROUD_01000111

SHROUD

KLAVBRIG WORKSHOP DECEIVER	
MANUFACTURER: Eklon War-Forges	**CREW:** 1 operator
LENGTH: 38.5ft (11.7m)	**WIDTH:** 24.5ft (7.4m)
HEIGHT: 36.2ft (11m)	**WEIGHT:** 61.7 tons (56 tonnes)

In some ways, the Shroud is a bit of an oddity within the Banished arsenal. Originally an older Covenant support unit designed to obfuscate sensitive relic sites or to provide cover for special operations units, the Shroud has no true offensive capabilities to speak of at its disposal. However, in the early days of the Banished, Atriox found that Shrouds could provide the cover he needed when readying to launch a raid on an unsuspecting Covenant storehouse or even hide a Banished raid camp from encroaching enemy forces. In addition to its available cloaking field generators, the Shroud is equipped with a sturdy point-defense system capable of shooting down incoming enemy projectiles with lethal efficiency.

WAR-SKIFF_01000111

WAR-SKIFF

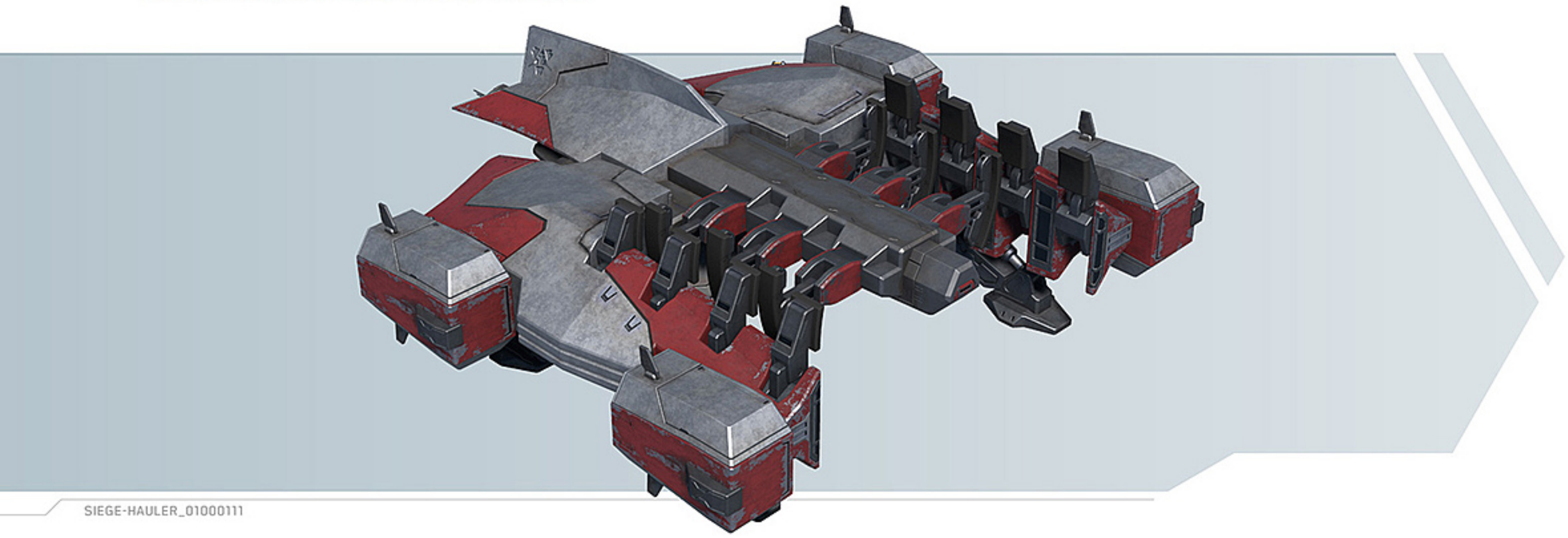
QAVARDU WORKSHOP WAR-SKIFF	
MANUFACTURER: Forge of Raansek	**CREW:** 1 operator, 1 gunner
LENGTH: 52.2ft (15.9m)	**WIDTH:** 26.7ft (8.1m)
HEIGHT: 18.1ft (5.5m)	**WEIGHT:** 41.1 tons (37.3 tonnes)

The Banished war-skiff is a versatile occupation craft that bears a design coalesced from decades of Jiralhanae ground raiders employed across the battle-ravaged wastes of Doisac. The skiff's core usability becomes vividly clear as it excels as both an infantry transport and ground support vehicle, subduing enemy forces as it deploys warriors directly into the fray. During the Banished occupation of Zeta Halo, dozens of war-skiffs were engaged to ferry human captives between the Redoubt of Sundering and the Tower, a journey dreaded by prisoners who knew of it, as it effectively sealed their fates forever. One particular advantage of the war-skiff is the adaptability of its weapons—while typically only outfitted with light offensive capabilities, its modularity allows a versatile range of cannon types.

BANISHED VEHICLES //

INVASION CRAFT

FOR THE SIEGE OF AN ENTIRE WORLD, THE BANISHED ADHERED TO A COMPREHENSIVE AND TENACIOUS MILITARY DOCTRINE, FOCUSED LARGELY ON SUBDUING THEIR ENEMIES WITH EXTRAORDINARY FIREPOWER AND OVERWHELMING PRESENCE, CRUSHING ANY RESISTANCE LONG ENOUGH FOR A STRONG FOOTHOLD TO BE ESTABLISHED.



SIEGE-HAULER_01000111

SIEGE-HAULER

BARUKAZA WORKSHOP SIEGE-HAULER		
MANUFACTURER: Barukaza Armory	**CREW:** 1 pilot	**LENGTH:** 178.8ft (54.4m)
WIDTH: 180.6ft (55.1m)	**HEIGHT:** 62.9ft (19.2m)	**WEIGHT:** 2,980 tons (2,703.4 tonnes)

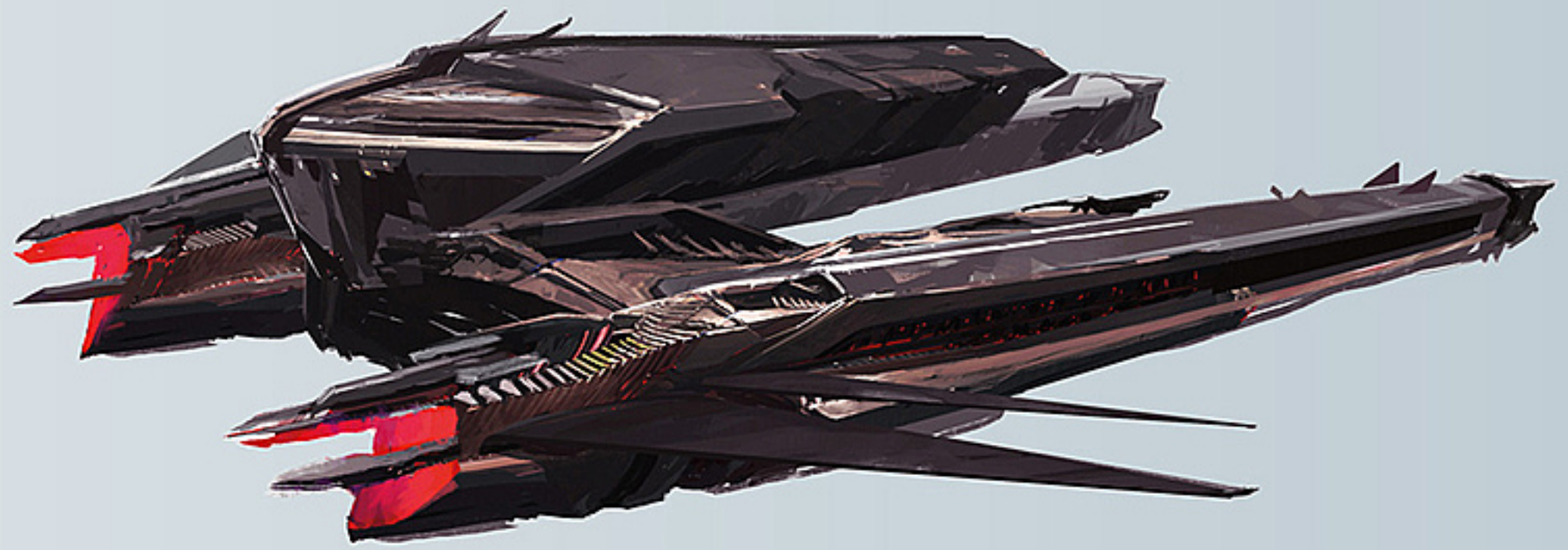
Most Banished warships maintain a fleet of siege-haulers designed to safely effect the transportation of equipage and the spoils of war across the battle lines. Vaguely reminiscent of the Covenant's *Mokol'ta*-pattern heavy Spirit dropship, the siege-hauler has a trident-shaped fuselage, allowing it to carry large objects through a series of mounted grapplers at its center. Two heavy booms terminate at the vehicle's empennage, where the pilot's cockpit and secondary flight station sit under highly dense armor lined with a network of sensor arrays. Although it is fully capable of withstanding the rigors of combat on the frontlines, it typically lacks a significant armament and–depending on the nature of its freight and its destination–may require a Banshee escort. Some warlords and chieftains have taken the liberty to modify the traditional Barukaza design, equipping their siege-haulers with a variety of weapon formats, gravitic controllers, and stealth systems, often emblazoning its hull with clan sigils and totems.

DROP-POD_01000111

DROP POD

GYDROZKA WORKSHOP BREACHING POD	
MANUFACTURER: Kordulaan War-Forge	**CREW:** 1 operator
HEIGHT: 22.4ft (6.8m)	**WEIGHT:** 0.8 tons (0.7 tonnes)

As with other military entities, the Banished execute individual warrior deployment through the exoatmospheric insertion vehicles commonly known as a drop pods. The single-operator transport is launched from a warship within transitional range of its designated target. Deployments are typically organized in large clusters to ensure infiltration of target. Upon approach, the vehicle sheds speed by way of four stabilizing thrusters at its fore and a gravitic braking chute at its rear, though it is still desirable for ground contact to be violent and disorienting for enemies near the impact site. Banished drop pods utilize a dense, heavily armored frame, a design that originates in the forges of Gydrozka. Its architecture has less to do with the protection of its passenger than ensuring sufficient damage is inflicted on any opposition in its way. Upon impact, the pod releases its hatch with an explosive blast, intended to inflict damage on nearby enemies.



GRIEVER_01000111

GRIEVER

DOVOTAA WORKSHOP LAIR WASTER		
MANUFACTURER: Crucibles of Dovotaa	**CREW:** 1 pilot + 1 weapons officer + 4 crew	**LENGTH:** 134.2ft (40.9m)
WIDTH: 172ft (52.4m)	**HEIGHT:** 44ft (13.4m)	**WEIGHT:** 94.5 tons (85.7 tonnes)
ARMAMENT: 1x heavy mortar, 6x plasma beams, 2x spike cannons, 2x plasma lances		

The primary fighter-bomber used by Banished forces is the Griever, a large, tri-hulled craft capable of leveling targeted areas with extraordinary firepower. Through technological advancements lifted from the Covenant archives, the Griever's design first originated from the Dovotaa clan's workshops, hidden in the barren outlands of Rulux on Teash. Its silhouette echoes the forboding shape of ancient barges used by ocean-raiders on the Doisac of old. The bomber employs a dense array of plasma beams, cannons, and lance systems, as well as a heavy mortar, with which it can pummel an enemy with reckless abandon, or until its target is little more than an ashen slag field. Bearing densely layered armor and a litany of defensive countermeasures, such as flares, chaff, and energy shielding, the Griever's greatest advantage is its unflagging resilience, able to remain in combat for long durations of time. Despite being classified as a bomber and native limitations with speed and maneuverability, the Griever has also been known to function effectively as a fighter in limited contexts.

GRAVEMAKER_01000111

GRAVEMAKER

QAVARDU WORKSHOP BATTLE NEST		
MANUFACTURER: Sovo-lot-kesh Armory	**CREW:** 1 pilot + 4 gunners + 12 passengers	**LENGTH:** 47.4ft (14.4m)
WIDTH: 31.5ft (9.6m)	**HEIGHT:** 22ft (6.7m)	**WEIGHT:** 61.2 tons (55.5 tonnes)
ARMAMENT: 4x spike cannons		

Although not exclusive to the Banished, the Gravemaker is a Jiralhanae-built gun platform utilized to subdue hostile enemies and enforce mobile overwatch. Incorporating technology that would have been considered crude and barbaric by Covenant standards, the Gravemaker was rarely encountered until the close of the war with humanity, and even then, typically employed only by mercenaries and roving pirate bands. Held aloft through an array of chemically powered rockets, the vehicle's mere presence is unnerving to most, as its massive frame erratically sputters and bounds in the air through a series of deafening explosive blasts. Its dense armor offers excellent protection to both the operators within the cabin, and even those manning the weapons from its gunner nests. Four heavy spike cannons are mounted topside, further supplemented by infantry firepower, which can line the vehicle's entire perimeter, shredding any enemies within sight.

BANISHED VEHICLES //

INVASION CRAFT

WHILE THE BANISHED UTILIZE MANY DESIGNS CARRIED OVER FROM THE COVENANT, THE REMOVAL OF CENSORS AND RESTRICTIONS ON THE USE OF CERTAIN FORERUNNER COMPONENTS HAS FREED THEIR WAR-FORGES TO IMPROVE EXISTING PLATFORMS. THIS IS MOST VIVIDLY WITNESSED IN THE BANISHED'S FLEET OF TROOP DEPLOYMENT CRAFT AND GUNSHIPS.

PHANTOM_01000111

PHANTOM

EKLON'DAL WORKSHOP WARRIOR TRANSPORT	
MANUFACTURER: Eklon War-Forges	**CREW:** 1 pilot + 24 passengers
LENGTH: 107.2ft (32.7m)	**WIDTH:** 73.5ft (22.4m)
HEIGHT: 38.1ft (11.6m)	**WEIGHT:** 188.6 tons (171.1 tonnes)
ARMAMENT: 1x heavy plasma cannon, 2x light plasma cannon	

During their notorious pillaging operations, the Banished employed the Phantom more than any other dropship, offering swift and secure transit across contested territories. A design vetted during the many ages of the Covenant, most of the changes introduced by the Eklon'Dal workshop were functionally negligible. Those deemed significant were highly disputed among clan members, many of whom had fought in the Covenant during the Great Schism. The Phantom's twin impulse drive gives it strategic flexibility both in space and on the surface of a world, offering versatility unequaled by most other vehicles in the Banished's stable. Although it bears a striking resemblance to the original, the Banished design features a noticeable increase in armor and a more pronounced empennage, allowing for aggressive offensive and evasive maneuvers. Located just below its prow, the Phantom's augmented plasma cannon is capable of quickly clearing the terrain of hostiles before the dropship deploys its warriors.

RECON_01000111

SPIRIT

EKLON'DAL WORKSHOP WARRIOR TRANSPORT	
MANUFACTURER: Eklon War-Forges	**CREW:** 1 pilot + 20 passengers
LENGTH: 92.6ft (28.2m)	**WIDTH:** 52.7ft (16m)
HEIGHT: 30.1ft (9.2m)	**WEIGHT:** 79.2 tons (71.8 tonnes)
ARMAMENT: 1x heavy plasma cannon	

A melding of familiarity and performance necessitated the incorporation of the Spirit among the Banished's fleet of deployment craft. Designed by the workshop of Eklon'Dal, hailing from the crimson forests of Qabik on Teash, the war-architects responsible for the Banished's Spirit recognized the need to provide a direct surrogate of the Covenant's traditional dropship, mimicking its operational design very closely.

SPIRIT_01000111

GUNSHIP_01000111

SPIRIT GUNSHIP

At the behest of Atriox, efforts to augment the existing Spirit by the Eklon war-forges have yielded extraordinary results: a powerful ship-killing spacecraft, explicitly designed to break the back of enemy vessels by breaching and infiltrating their hulls to deploy a Banished horde directly inside, usually delivering a highly lethal package. Up-armored and shielded to withstand point-defense weapons, the Spirit gunship relies on an array of overclocked plasma cannons to ward off fighters as it makes its approach. Once it is within range, spike harpoons blitz its quarry, perforating the enemy's battleplate and quickly drawing the Spirit in close for the kill. The Banished detachment within bring a modified antimatter charge, capable of transforming a warship into a debris field. Although this vehicle has been in production for years, it has never been witnessed in combat–whether this is due to constraints on manufacturing or concern over its design falling into enemy hands is uncertain.

TRESPASSER_01000111

TRESPASSER

BARUG'QEL WORKSHOP SKY RAIDER	
MANUFACTURER: Gethrog Armory	**CREW:** 1 pilot + 4 gunners + 30 passengers
LENGTH: 108.4ft (33m)	**WIDTH:** 41.2ft (12.6m)
HEIGHT: 42ft (12.8m)	**WEIGHT:** 222.6 tons (201.9 tonnes)
ARMAMENT: 6x twin heavy plasma cannons	

The brutal and lengthy pillaging campaigns of the Banished's roving forces require a heavily armed vehicle capable of swift, large-scale, hit-and-run deployments. The Trespasser fulfills this demand with astonishing efficiency, quickly pacifying even the most well-fortified redoubts and strongholds with its network of heavy plasma cannons, before deploying over two dozen warriors from its flank-hatches to take or break whatever they please. Although the Banished first commissioned this vehicle, Barug'qel's design has been parleyed to a litany of unaffiliated entities, a biproduct of the many secret dealings of Gethrog Armory. Nomadic packs have used the Trespasser to great effect, ruthlessly plundering weak clans on the outskirts of larger populations, leaving nothing behind in their wake but destruction. The Trespasser has also become popular among Kig-Yar pirates and thieves seeking to establish a bold presence in the territories of their rivals.

LICH_01000111

LICH

EKLON'DAL WORKSHOP WORLD PATROLLER	
MANUFACTURER: Eklon War-Forges	**CREW:** 1 pilot + 40 passengers
LENGTH: 261.4ft (79.7m)	**WIDTH:** 135.9ft (41.4m)
HEIGHT: 93.1ft (28.4m)	**WEIGHT:** 990 tons (898.1 tonnes)
ARMAMENT: 1x heavy plasma cannon	

One of the largest transports within the Banished fleet is none other than the Lich, the Covenant's most prodigious deployment platform. Favored by chieftains and warlords alike, the Lich is most often utilized as a command vehicle, directing a clan's force deployment and overall strategy from the rear guard, though entirely capable of engaging enemy craft at the fore. With a design that is strikingly similar to the Covenant Lich, the Banished variant features improvements in speed, power, and armor plating, and is even capable of deploying fortifications and outposts during occupation efforts. Although it lacks a slipspace drive, the Banished Lich can service protracted campaigns and interstellar trips through portal generators, featuring a variety of retractable compartments for stowing provisions, equipment, and passengers. The standard Banished Lich has only a single heavy plasma cannon, but many have sought to augment this arsenal.

BANISHED WEAPONS //

JIRALHANAE WEAPONS

THE HEART OF THE BANISHED ARSENAL IS AN EXPANSIVE COMPLEMENT OF JIRALHANAE-DESIGNED FIREARMS AND ENERGY PROJECTORS. EACH WEAPON'S VISCERAL AND THREATENING PRESENCE IS A KEY FACET OF THEIR OVERALL PERFORMANCE, AND EVEN MORE BROADLY, THEY UNDERSCORE THE PERMANENCE OF THE BANISHED ARMAMENT FOR YEARS TO COME.

MANGLER_01000111

MANGLER

UKALA WORKSHOP SPIKE REVOLVER	
MANUFACTURER: Saizos Armory	**FIRING MODE:** Semi-automatic
LENGTH: 22in (55.9cm)	**OPTICS:** No magnification
AMMUNITION: Spike projectiles	**MAGAZINE:** 8 rounds

Developed by Ukala workshop as a companion weapon to the traditional mauler, the mangler is a weapon that offers close-range precision with astonishing stopping power. Spike revolvers have been used by Jiralhanae warriors and hunting packs for centuries, but during their time in the Covenant many deferred to the San'Shyuum's wisdom, who outfitted their shock troops with more elegant, directed-energy weapons. Following the Great Schism, spike revolvers returned to widespread circulation, often used to supplement the arsenals of raiding packs, and have since been widely employed by the Banished infantry in an impressive diversity of intimidating variants.

SPIKER_01000111

SPIKE RIFLE

GRENFLEKT WORKSHOP BLADED SPIKER	
MANUFACTURER: Mistrach'an Armory	**FIRING MODE:** Automatic
LENGTH: 63.3in (160.7cm)	**OPTICS:** No magnification
AMMUNITION: Spike projectiles	**MAGAZINE:** 50 rounds

While the Paegaas-derived designs proliferated by the Sacred Promissory were the more ubiquitous example of the spike rifle, the Grenflekt workshop tailored their approach with a form and function more directly suited to the needs of the Banished. A slight decrease in bore resulted in a projectile with improved penetration and increased magazine capacity. The result allowed for a far greater flexibility in the weapon's use and reduced the need for reloading. But perhaps the most readily apparent difference when examining the Grenflekt design is the exaggerated profile of the weapon, a result of additional bayonet blades affixed to the stock at regular intervals, encircling the entire barrel. The evolved design not only instantly made the spike rifle an even more viable melee weapon, but also produced a frightening silhouette.

SKEWER_01000111

SKEWER

FLAKTURA WORKSHOP HEAVY SPEARGUN	
MANUFACTURER: Forge of Teash	**FIRING MODE:** Single-shot
LENGTH: 68.7in (174.4cm)	**OPTICS:** 3x, 5x magnification
AMMUNITION: Armor-piercing spike munition	**MAGAZINE:** 1 spear

The Jiralhanae's heavy speargun dates back long before the species joined the Covenant, an enduring facet of big-game hunting in the jungle vales of Doisac. The most novel iteration is the product of the Flaktura workshop, which resurrected the weapon's legacy architecture to create yet another imposing element of the Banished war machine. The skewer's primary function is as an anti-tank spike cannon, its massive, sharpened projectile delivers armor-piercing capabilities that can perforate a vehicle's battle plates or a Spartan's power armor with relative ease. A common tactic is to arrange skewer-wielding Jiralhanae warriors along narrow chokepoints to decimate vehicle convoys and disrupt supply lines. During the Banished occupation of Zeta Halo, unique variations of the skewer were widely promulgated among Jiralhanae hunting parties.

SHOCK RIFLE

SICATT WORKSHOP VOLT PIERCER
MANUFACTURER: Armory of Reckoning
FIRING MODE: Semi-automatic
LENGTH: 58.2in (147.8cm)
OPTICS: 3x magnification
AMMUNITION: Electromagnetically guided plasma
CAPACITY: 12 bolts

The shock rifle is the latest in a long line of experimental voltaic application devices that represent some of the only remaining vestiges of the Jiralhanae's rich technological age, just before the dark days of the Great Immolation. Technicians from the Sicatt workshop on board the Banished dreadnought *Ghost of Barolon* were able to break ground on the latest volt piercer, achieving a robust production run of the long-range Banished electrolaser that could also be charged and maintained at local armory outposts. This brutal precision-energy weapon is an extremely powerful asset, neutralizing approaching enemies even at great distances.

RAVAGER

VEPOROKK WORKSHOP PLASMA TOSSER	
MANUFACTURER: Forge of Torograd	**FIRING MODE:** Semi-automatic/charged
LENGTH: 43.5in (110.4cm)	**OPTICS:** No magnification
AMMUNITION: Incendiary plasma	**CAPACITY:** 100 units

The ravager has quickly become a favorite tool of Jiralhanae warlords within the Banished ranks, providing the wielder with decisive firepower against a wide range of targets. Its standard firing configuration is a semi-automatic, three-round burst of incendiary plasma. However, the weapon can be charged to unleash a single powerful bolt laced with unstable infusion matter that devastates a target on impact and leaves behind a burning residue which yields a highly destructive area of effect. The ravager gained favor within Banished raiding parties seeking to flush out garrisoned infantry and quickly destroy enemy vehicles and weapon emplacements. A unique variant produced at the Armory of Reckoning injects an additional high-viscosity packet of infusion matter, resulting in plasma bolts that bounce off surfaces and detonate in secondary explosions.

DISRUPTOR

SICATT WORKSHOP VOLT CASTER	
MANUFACTURER: Armory of Reckoning	**FIRING MODE:** Semi-automatic
LENGTH: 25.5in (64.9cm)	**OPTICS:** No magnification
AMMUNITION: Electric surge bolts	**CAPACITY:** 10 bolts

The disruptor is an intimidating Jiralhanae-designed pistol built to incapacitate and immobilize targets. Specializing in shock-damage weapon archetypes, the Sicatt workshop pioneered the use of small active-dynamo munitions that can attach to both enemy infantry and vehicles, where it can discharge high-output current to an attached target. When these projectiles are applied in great enough number and proximity, they can detonate to cause an extraordinary amount of heavy shock damage capable not only of incapacitating infantry targets, but also of shutting down vehicles or equipment. The disruptor proved invaluable to Banished infiltration packs using the weapon's capabilities to eliminate an opponent's technological advantage long enough for shock troops to rush in and overwhelm their position.

BANISHED WEAPONS //

IMPERIAL WEAPONS

THE BANISHED ABSORBED MANY OF THE EXISTING STORE OF COVENANT MILITARY HARDWARE AND MADE NEW CONTRACTS WITH SANGHEILI AND KIG-YAR MANUFACTURERS IN ORDER TO ACQUIRE A MULTITUDE OF DIRECTED-ENERGY WEAPONS, MOST OF WHICH REPRESENT AN APEX IN PERFORMANCE, SURPASSING MANY OF THE DESIGNS WHICH PRECEDED THEM.

PULSE_CARBINE_01000111

PULSE CARBINE

ERUDO'MA'KETH-PATTERN CARBINE	
MANUFACTURER: Lodam Armory	**FIRING MODE:** Automatic
LENGTH: 36.3in (92.1cm)	**OPTICS:** No magnification
AMMUNITION: Superheated plasma	**CAPACITY:** 125 bolts

An aggressive, midrange, fully automatic weapon, the pulse carbine has quickly become the preferred arsenal of Banished scouts and marksmen on Zeta Halo. Its careful balance between accuracy and raw stopping power makes it extremely versatile in just about any context. Unlike the conventional carbine employed by the Covenant, the pulse carbine is a directed-energy weapon in the lineage of the plasma rifle, and is designed to quickly overwhelm an enemy with a barrage of superheated plasma bolts. The *Erudo'ma'keth*-pattern used by the Banished was a largely unknown design stem that first originated from the weapon-smiths in High Charity, but which was later put into full production at Lodam Armory alongside the storm rifle. While its accuracy does not match the traditional Covenant carbine, the range and power of the pulse carbine are often surprising, allowing for a myriad of strategic uses.

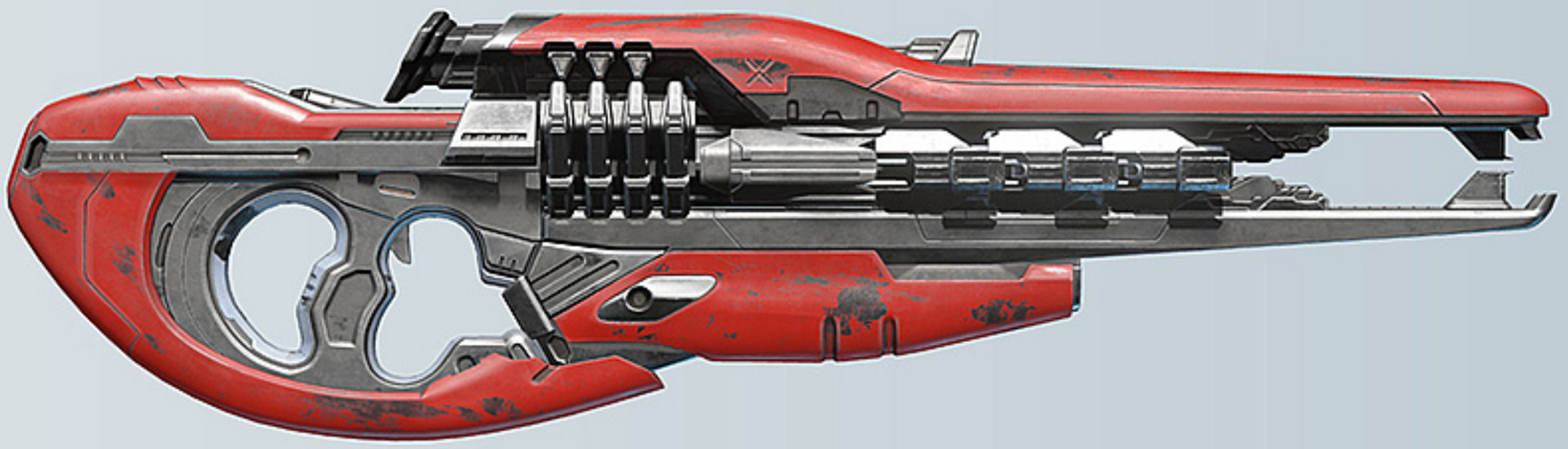
PERIMETER_WATCH_01000111

PLASMA PISTOL

ROHAKADU-PATTERN PISTOL	
MANUFACTURER: Iruiru Armory	**FIRING MODE:** Semi-automatic
LENGTH: 14.2in (36cm)	**OPTICS:** No magnification
AMMUNITION: Superheated plasma	**CAPACITY:** 115 bolts

PLASMA_PISTOL_01000111

Given its unmatched ubiquity and enduring reliability within every active Covenant offshoot, it would have been unthinkable for the Banished to not include the plasma pistol in their growing arsenal. A shadow contract with Iruiru Armory secretly procured through the personal contacts of Let 'Volir allowed the Banished to commission this weapon according to their preferred specifications. The dominant design utilized by their forces is the *Rohakadu*-pattern, closely resembling the overbulked *Zo'klada*-pattern so common among many warring post-Covenant factions. It's function largely mirrors that of older patterns, allowing for quick, semi-automatic firing of bolts, and a longer scaled burst with the capability of neutralizing energy shielding. The weapon also saw slight improvements to its durability and native-link compatibility, allowing the operator to see through their heads-up display when the weapon is fully primed for its scaled burst. Ironically, most of these enhancements go largely unnoticed by the Unggoy and Kig-Yar who use it, either due to its familiarity or their lack of technical appreciation.



STALKER_RIFLE_01000111

STALKER RIFLE

ELUTUZEM-PATTERN LONG SHOOTER	
MANUFACTURER: Merchants of Qikost	**FIRING MODE:** Semi-automatic
LENGTH: 52.8in (134.1cm)	**OPTICS:** 3x, 6x magnification
AMMUNITION: Superheated plasma	**CAPACITY:** 32 bolts

Although the Jiralhanae already possess a robust diversity of long shooters (long-range hunting rifles), which are in rapid circulation within the many clans of the Banished, the preference of those closest to Atriox and Escharum is the stalker rifle. Built by the Merchants of Qikost, the *Elutuzem*-pattern long shooter may bear a similar resemblance to several particle acceleration rifles used by the Covenant, but its functionality and performance make it profoundly distinct. Employing the same electromagnetic compositors as the Covenant's *M'tara*-pattern focus rifle, the stalker rifle launches powerful bolts of superheated plasma at extraordinary distances. It is the preferred weapon of Banished snipers and scouts with an intuitive native-link system allowing for a variety of optics configurations. The most elite of Jiralhanae stalkers from the old guard of the Covenant, now firmly in Atriox's fold, worked closely with the artisans of Qikost to perfect the integrated sighting systems which augment the weapon's performance.

SWAMP_HUNT_01000111

NEEDLER

POSU'GELKA-PATTERN SHARD LAUNCHER	
MANUFACTURER: Lodham Armory	**FIRING MODE:** Automatic
LENGTH: 28.9in (73.5cm)	**OPTICS:** No magnification
AMMUNITION: Subanese crystal shards	**CAPACITY:** 26 shards

NEEDLER_01000111

The classic weapon of the Covenant known as the needler was quickly adopted by Banished infantry due to both its basic, rudimentary operation and its barbarically gratifying results. As with other needlers, the *Posu'gelka*-pattern is a guided munitions launcher that fires Subanese crystal shards able to track targets. The shards impale on contact and explode after a few seconds, neutralizing most enemies in a single salvo. When many shards are fired at once, their chemical properties supercombine for an even more destructive effect. Although the true nature and functionality of the weapon remains enigmatic to most Banished warsmiths, the needler is one Covenant weapon that crossed the faction's integration delta with relatively no meaningful changes, as it most accurately serves their inclination toward brute force and indiscriminate carnage, and can effectively be utilized by every warrior in their numbers. Given this simple fact, there has been no immediate desire to alter or improve its design.

BANISHED WEAPONS //

TURRETS AND CANNONS

THEIR STRONG EMPHASIS ON AGGRESSION AND DIRECT ASSAULT HAS DONE LITTLE TO MITIGATE THE BANISHED'S RECOGNITION OF THE NEED FOR DEFENSIVE FIXTURES. FOR THIS REASON, BANISHED OUTPOSTS AND STRONGHOLDS ARE OVERSHADOWED BY AN ARRAY OF CANNONS AND ARTILLERY, ALL CAPABLE OF VICIOUSLY BLUNTING AN ENEMY'S CHARGE, WHETHER ON THE GROUND OR IN THE SKY.

SHADE TURRET

BOLROCI WORKSHOP GUN POD	
MANUFACTURER: Armory of Barukaza	**CREW:** 1 gunner
LENGTH: 15.4ft (4.7m)	**WIDTH:** 11.3ft (3.4m)
HEIGHT: 13.6ft (4.1m)	**WEIGHT:** 672lbs (304.8kg)

Banished Shades are built on the bones of captured and repurposed Covenant turrets, given new form and purpose in fleet workshops and colony holdfasts. The Banished military strategy favors raiding and lightning strikes over protracted assaults, and they deploy their Shades aggressively to protect fallback sites and channel enemy counterattacks. The Banished occupation of Zeta Halo has forced a more careful use of their limited resources, and in this case the Shades serve a more traditional role in defending fortifications, Forerunner control nodes, and captured UNSC sites. Despite having a long history of variation and development within the Covenant, the Banished's preference for simplicity has standardized the weapon into only a handful of types.

SHADE_0100011

GORESPIKE_01000111

GORESPIKE CANNON

KYWASKY WORKSHOP SHIPBREAKER	
MANUFACTURER: Crucibles of Voinmel	**CREW:** 4 gunners
ARMAMENT: 1x superheavy artillery cannon	

Among the largest drop-deployable structures used by the Banished, anti-aerospace gorespikes are extremely rare and valuable defensive assets deployed to locations of the highest importance to Atriox. Only recently have they gone into more widespread production, with several examples being deployed by Banished dreadnoughts during their assault on Zeta Halo. These weapons defend the Banished's largest outposts, warding off hostile strato-sentinel defenders and guarding against a potential UNSC naval counterattack, while maintaining dominance of the sky throughout various sectors of the installation. The main gun of the gorespike is based on the capital-scale artillery cannons used on Banished warships, though with additional armor plating and a self-contained power system.

PLASMA_CANNON_01000111

PLASMA CANNON

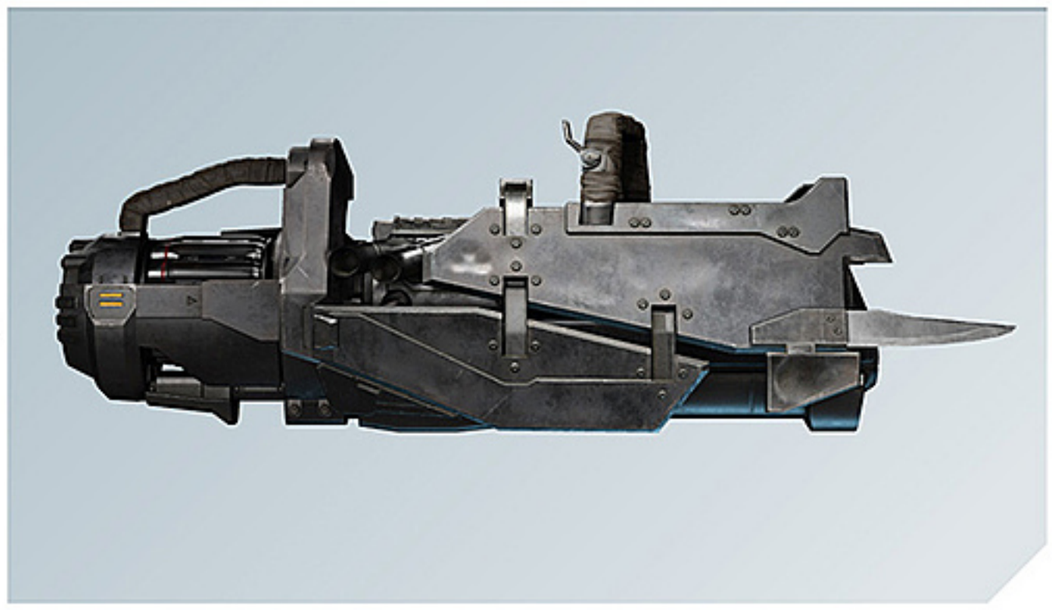
SHEA'P-PATTERN SWEEPING TURRET
MANUFACTURER: Achoem Weapons
FIRING MODE: Fully automatic
LENGTH: 66.5in (169cm)
OPTICS: No magnification
AMMUNITION: Superheated plasma
CAPACITY: 255 bolts (detached)

The Banished utilize significant numbers of *Shea'p*-pattern plasma cannons acquired from arms dealers and raids on former Covenant strongholds. Though slightly modified for better compatibility with the more simplified power sources used by the Banished, it is otherwise little different than those still in use with Sangheili factions. Intriguingly, this is a popular weapon for Banished commanders as it is largely self-contained and easily portable by Unggoy and other infantry.

SCRAP CANNON

GRENFLEKT WORKSHOP MEAT SHREDDER	
MANUFACTURER: Forge of Teash	**FIRING MODE:** Fully automatic
LENGTH: 80.2in (203.6cm)	**OPTICS:** No magnification
AMMUNITION: Explosive rounds	**MAGAZINE:** 151 rounds (detached)

SCRAP_CANNON_01000111



Although it has a crude name, the scrap cannon is a remarkably sophisticated and effective automatic gatling mortar designed, built, and employed by the Banished to defend their outposts and assets. It fires a barrage of violently explosive rounds giving the target little room to flee or escape. While its ergonomic design is loosely based on the death lobber and the traditional plasma cannon, the scrap cannon does not require sophisticated assembler vats to build or maintain, and instead can be manufactured using relatively simple war fabricator techniques with the raw, barebones materials culled from human machines. This fact has made it ubiquitous for Banished forces on Zeta Halo, where the requisition of replacement weapons is oftentimes challenging, and even impossible, given the lack of supply lines. The cannon's most unsurprising component is its razor-sharp bayonet, used by chieftains to impale any enemy brazen enough to approach them.

ANTLION

EKLON'DAL WORKSHOP SKY STRIKER	
MANUFACTURER: Eklon War-Forges	**CREW:** 2 operators or remote link
ARMAMENT: 1x siege plasma mortar	

Many of the great artillery weapons used to defend Covenant citadels have been completely reengineered by Banished war-technicians to guard their outposts from encroaching enemy forces. The Antlion is easily the most preeminent of these, heavily augmented and overclocked to increase its effectiveness and range. Banished forces waste little time embedding this into the most strategically advantageous areas, though its full adoption across all clans has been offset by competition from the natively developed Kywasky gorespike.

ANTLION_01000111

BANISHED WEAPONS //

SWORDS AND EXPLOSIVES

WEAPONS FASHIONED FOR HAND-TO-HAND COMBAT AND THE DESTRUCTIVE POTENTIAL OF EXPLOSIVES PERMEATES ALL BANISHED ARMORIES, WITH MANY DESIGNS DRAWN FROM THE ABANDONED STOCKS OF THE COVENANT EMPIRE AND OTHERS ACQUIRED FROM THE OLD WAR-FORGES OF THE JIRALHANAE THAT HAVE NOW BEEN RESTOKED.

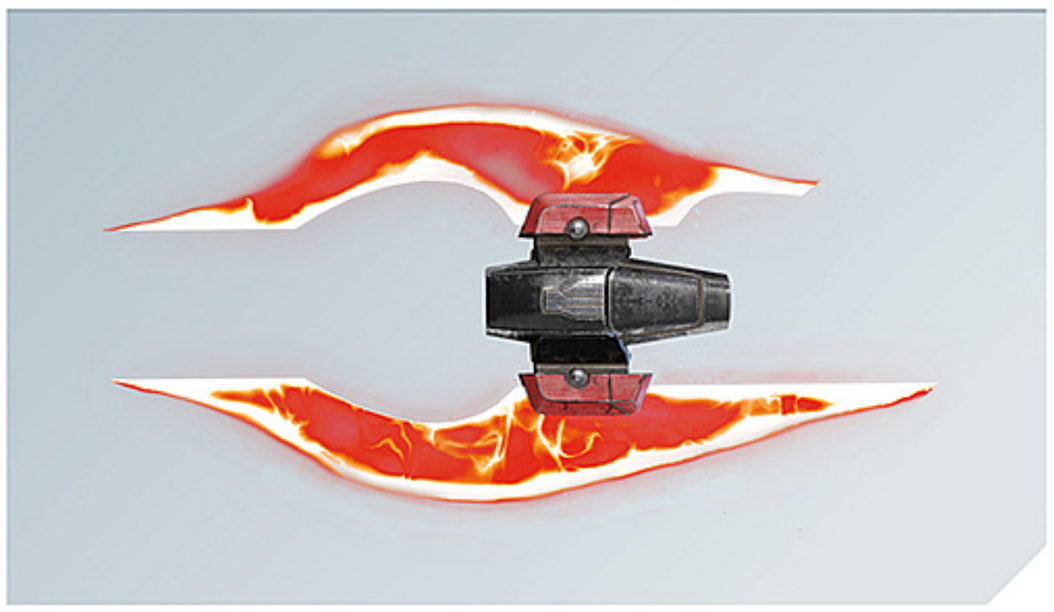
ENERGY_SWORD_01000111

ENERGY SWORD

MELUTH'QELOS-PATTERN FIREBLADE	
MANUFACTURER: Merchants of Qikost	
LENGTH: 58.5in (148.5cm)	**WEIGHT:** 5.2lbs (2.4kg)

The traditional Sangheili weapon augmented by Covenant technology has always been a staple among the swordmasters employed by the Banished. Energy swords are remarkably proficient melee weapons, formerly used by the now-dead empire for ages before they found their place in the Banished armament. Superheated plasma enclosed in tightly configured magnetic fields forms the weapon's razor-sharp twin blades, alarmingly lethal in the hands of a skilled warrior. The blades themselves are capable of burning through both flesh and armor, and when wielded effectively can easily sever limbs and puncture vital organs. Well-adapted to the Jiralhanae's ardor for martial combat, energy swords easily fell into place within the Banished arsenal. While some sword designs are more common than others, there is no enforced uniformity in the Banished, allowing each warrior to customize their weapons as they see fit.

GHOSTPIERCE_01000111



GHOSTPIERCE

BESPOKE FIREBLADE	
MANUFACTURER: Cherras Keep	
LENGTH: 55.9in (141.9cm)	**WEIGHT:** 6.2lbs (2.8kg)

The greatest of Sangheili swordmasters alter their weapons to match their unique tastes and styles of combat, as well as an aesthetic that echoes their own renown and the ancient, enduring sagas which have contributed to it. The Ghostpierce is no different, though it began as an untested bloodblade, Jega 'Rdomnai's personal weapon of choice during his service within the Silent Shadow. When the Sangheili miraculously survived a deadly explosion during a high-priority hunt, he made certain that the remnants of his once-lethal blade underwent the same transformation he himself did, guaranteeing that they would be reunited in battle once more. The surviving hilt was brought to artisan armorers at Cherras Keep, a group known for showing far greater loyalty to individuals of renown rather than blind service to an overarching empire. The blade was ultimately reforged as Ghostpierce.

PLASMA GRENADE

ANSKUM-PATTERN FIREBOMB	
MANUFACTURER: Iruiru Armory	**FILLER:** Latent plasma
DIAMETER: 4.2in (10.7cm)	**WEIGHT:** 2lbs (0.9kg)

PLASMA_GRENADE_01000111

The Covenant's long-established plasma grenade is a powerful and versatile explosive that has no real equal among modern factions, and was implemented within the Banished arsenal with little to no modification. Once the explosive's plasma generator is primed, the orb ignites in a white flame, allowing it to cling to enemies and their machines. The explosive power of the plasma grenade may be pedestrian to the Sangheili who have used these weapons for the long ages of the Covenant, but for the Jiralhanae, they are viscerally gratifying, reducing its target to charred remains in a flurry of white cinders. The Banished's largest supply of plasma grenades came in the final hours of the Covenant, when those who had become disenchanted by the false promises of the Prophets stole into their private armories as High Charity was engorged by the Flood parasite.

LOBBER_01000111

BRUTE SHOT

JOVOKADA WORKSHOP DEATH LOBBER
MANUFACTURER: Jovokada Foundry
FIRING MODE: Semi-automatic
LENGTH: 59.3in (150.6cm)
OPTICS: No magnification
AMMUNITION: High-explosive grenades
MAGAZINE: 6 grenades

As the unrivaled death lobber of Doisac legend, the brute shot is a powerful, underslung grenade launcher favored by Jiralhanae shock troopers and siege breakers and used to launch powerful explosives at enemy targets. The weapon's violent blast is capable of neutralizing infantry and disabling vehicles, yet its most visible feature is its hilt bayonet, a razor-sharp blade that runs the length of its stock. Like so much of the Banished arsenal before it, the brute shot is designed as much to terrorize as it is to destroy. In the hands of a strong, experienced warrior, this bayonet can easily cleave its victims in two.

SPIKE_GRENADE_01000111

SPIKE GRENADE

JOVOKADA WORKSHOP SPIKE BOMB	
MANUFACTURER: Jovokada Foundry	**FILLER:** Plasma/pyrophoric composite
LENGTH: 37in (94.1cm)	**WEIGHT:** 14.8lbs (6.7kg)

Initially incorporated into the Covenant as a bitter concession by the Sangheili for Jiralhanae who had been using them in the dark decades following their global war, the spike grenade is a fragmentation explosive that was swiftly adopted into the Banished arsenal, fitting seamlessly into their existing stable of arms. The explosive is shaped like a club with long, razor-sharp spikes at its end, and can be impaled into hard and soft surfaces, spraying shrapnel outward upon detonation like a trip mine. The result is extraordinarily efficient, filling corridors or rooms with a fusillade of superheated spikes that penetrate most light armor, neutralizing those inside in under a second, and incapacitating any who might survive. The Banished have developed a number of customized variants of the spike grenade, but most follow existing designs.

DYNAMO_01000111

DYNAMO

SICATT WORKSHOP VOLT SCATTERER	
MANUFACTURER: Armory of Reckoning	**FILLER:** Sustained electrical surge
LENGTH: 14.8in (37.6cm)	**WEIGHT:** 7.3lbs (3.3kg)

The dynamo is a Jiralhanae innovation with a powerful edge: The device releases a sustained blast of electricity upon detonation, completely disabling any enemies and power systems within its range. Those inside its area of effect are violently shocked, as the bolts of electricity overwhelm both their bodies and armor, effectively immobilizing them and eliminating any possible counter. Although the weapon can be lethal if one is close enough to the blast range, its most important function is tactical, allowing its user to momentarily block corridors and force choke points to counter enemy advances. The roiling wall of electricity can easily bar passage, strategically moving opponents into the line of fire or even retreat. Victims of the weapon, rigid in the surging currents of energy, are helpless against an enemy's attack.

BANISHED WEAPONS //

BLUDGEONING WEAPONS

UNSURPRISINGLY, THE BANISHED HOLD THE LARGEST ASSORTMENT OF BLUDGEONING WEAPONS, A COLLECTION OF FORMIDABLE WAR HAMMERS AND BATTLE MACES ORIGINATING FROM EARLIER GENERATIONS ON DOISAC, NOW AUGMENTED WITH THE POWERFUL ENERGIES AND THE ENDURING RESILIENCE OF STOLEN FORERUNNER TECHNOLOGY.

GRAVITY HAMMERS

The traditional war-totem of a chieftain mass-produced by the Sacred Promissory at the very close of the Covenant's war with the humans, the gravity hammer is a powerful melee weapon, fused with gravity impellers that release a destructive concussive force upon impact. When in the hands of a skilled Jiralhanae warrior, the gravity hammer is a devastatingly powerful martial weapon that can easily crush the body of an enemy in a single blow. After the empire's collapse, the Banished seized the design templates for nearly all Covenant gravity hammer variants, invoking contracts with war-forges to reproduce and modify existing designs and create new, exotic variants. The multitude of war hammer formats currently used by the Banished number over fifty, though only a handful have risen to prominent, widespread use, like the Sepulo'tez, Halbashi, Akelas, and the infamous Eektah-fel siphon hammer.

EEKTAH_01000111

HAMMER_VARIATIONS_01000111

— HALBASHI —

— SEPULO'TEZ —

— AKELAS —

CHAINBREAKER_01000111

— FRONT —

— BACK —

CHAINBREAKER

Not simply a weapon of choice for combat proficiency, the Chainbreaker has become a symbol of pride and inspiration for every Banished warrior. While the weapon's basic design shares traits with the architecture of other gravity maces, its signature red energy blades provide an unmistakable silhouette. This iconic element is the result of reforged components from the energy sword of Itho 'Hesiikee, the Covenant executioner deployed to sentence and eliminate Atriox. When the Jiralhanae turned on those seeking his death, killing the Sangheili and his detachment, the energy sword was kept as a trophy and integrated into the gravity mace's core architecture. Viewed from above, Chainbreaker's design mimics that of the Banished mark, itself evoking the Jiralhanae homeworld, Doisac, along with its three moons: Soirapt, Warial, and Teash. In battle, the weapon is a formidable melee instrument on its own, but also features gravity field manipulation cores that give Chainbreaker an astonishingly potent element to its offensive capabilities. During the Banished's harrowing raid on the UNSC *Infinity*, Atriox used the Chainbreaker to claim dozens of victims as he ruthlessly scoured its decks for one opponent: the Master Chief. The Spartan's shocking defeat would decimate the morale of those who survived, though it would not last long.

DIMINISHER_OF_HOPE_01000111

— FRONT —

— BACK —

DIMINISHER OF HOPE

In Escharum's long experience as a Jiralhanae warrior–both before, during, and after his kind's alignment with the Covenant empire–he learned that the key to victory on the battlefield was to first gain victory inside your enemy's mind. Garrisons could be rebuilt, weapons reloaded, new walls erected–but if you could eliminate all traces of hope from an opposing force, victory was inevitable. This mantra was applied to the naming of Escharum's personal gravity axe. No elaborate tribute, no sentimental sobriquet, just a simple proclamation of clear intent. It was a name that began to fulfill its own prophesies as enemy combatants often found themselves gripped with the fear of inevitable defeat when the gravity axe's energy blades activated, illuminating the face of a warrior who had seen it all and yet endured. A distinctive brand of war hammer, the gravity axe employs gravitic impellors within its central core, combining it with twin asymmetrical plasma heads to create a vicious and immanently capable instrument of close-quarters combat. Diminisher of Hope initially served Escharum well during the Banished's campaign on Zeta Halo, as the war chief united his scattered forces and led them against the remnants of the UNSC *Infinity*. In the end, however, the axe would prove insufficient in halting the Master Chief's defiant and tide-turning assault on the House of Reckoning.

AUDIT COMPLETE

LONG AGO, THE ENDLESS REPRESENTED AN UNFORESEEN REALITY—SOMETHING THAT STOOD POISED TO CHANGE THE FUTURE IN WAYS THE FORERUNNERS COULD NOT ABIDE. NOW, ONCE MORE, AFTER LONG AGES HIDDEN WITHIN THE SHADOWS OF ZETA HALO, THE ENDLESS STAND READY TO ALTER THE COURSE OF THE GALAXY.

CYLIX_01000101

The Xalanyn are an enigmatic civilization of alien creatures who mysteriously survived the firing of the Halo Array one hundred millennia ago. Incredibly little is known about their nature, though careful observation indicates that they somehow have the ability to manipulate various forces and energy types in unique ways, including—perhaps most troublingly—a peculiar attunement to elements of Living Time itself, though to what extent is unknown. They are clearly a highly intelligent sapient species who, following imprisonment at the hands of the Forerunners at Zeta Halo, were suddenly set free from their captivity by the alien alliance known as the Banished.

DISCOVERY

When the remaining Forerunners ventured out to reseed life in the galaxy following the Array's activation, they found what should not exist—something had, in fact, survived Halo. With the Forerunners' time in the galaxy of Path Tolgreth rapidly coming to an end, they realized that their plan to pass on the Mantle of Responsibility to humanity was suddenly in great peril: The Xalanyn represented an unforeseen factor—an acute imbalance that could not be allowed to be left unchecked while the rest of the galaxy's species began to recover and evolve. With this reality in mind, a great judgment was rendered.

BANISHMENT

The Forerunners took Zeta Halo to the Xalanyn homeworld and brought aboard a host of individuals, including their ruling class, under the guise of a parley. Within the Auditorium, the Xalanyn were sentenced to exile. In time, the installation's monitor and other Forerunner constructs ran tests on their species, in hopes to unlock the secrets of their survival. If they were immune to Halo, might they also be immune to the Flood itself? There were questions that needed answers, and using Zeta Halo's unique capabilities, many a vestige of its older design, the Forerunners prepared to conceal this final, terrible sin.

HARBINGER_01000101

ESCAPE

Over time, a scant few Xalanyn who had survived their kind's imprisonment roamed the galaxy in secret, visiting scattered outposts and installations in hope that they would find a solution in order to free their people. Many millennia later and far removed from the galaxy, it seemed that a potential solution had indeed been found, but by Atriox, leader of the Banished. Learning of this dark Forerunner secret while on the Ark, the Jiralhanae warmaster realized that he might have unexpected and potentially powerful allies at his disposal–beings that the modern galaxy had not yet encountered. This drove him to set off for Zeta Halo to free them himself.

REFORMATION

The Banished arrived at Zeta Halo and immediately began to scout locations where they might find what the Forerunners had buried long ago. Within a matter of months, their efforts were met with success as the Banished located a cache of cylixes within the ring's substructure. Upon being freed, the Harbinger immediately began the task of conducting a search for the rest of her kind. However, freedom was not the only task at hand–order had to be restored and restitution made. Working with the Banished war chief Escharum, the Harbinger located the Conservatory and descended upon Despondent Pyre, dismantling the installation's monitor and extracting its encephalon core. Interfacing with the core, the Harbinger attempted to access key systems within the ring, the first of which was the activation of a local Nexus and its networked spires. The spires began to restore land masses and repair the damage done to the Auditorium during Cortana's self-destruction and subsequent translocation of the ring, but the Harbinger's reformation plan held a far greater purpose: remake the ring as it had been remade before, but this time, to purposes and specifications not prescribed by the Forerunners–for an end which only the Harbinger knew.

RESOLUTION

The reformation was cut short by the efforts of the human Spartan–the Master Chief–and his companions, who, after eliminating the Banished war chief, stormed the Auditorium and defeated the Harbinger herself. However, the Harbinger's endeavors were not entirely in vain, as she was able to finally discover the whereabouts of her kind, delivering a message of impending emancipation–a challenge that both humanity and the Banished must be prepared to endure, but to what extent remains unknown.

DID YOU CAPTURE ALL OF IT?

YES. I AM PREPARING IT FOR INTEGRATION AS WE SPEAK. IT IS... INTERESTING.

WHY DO YOU SAY THAT?

THE EMERGENCE OF THIS RECLAIMER AFTER ALL THIS TIME.

WAS THAT NOT THE LIBRARIAN'S DESIRE FROM THE VERY BEGINNING? THAT HUMANITY WOULD RISE AND LAY HOLD OF THE MANTLE.

CERTAINLY. BUT HIS RESILIENCE. HIS UNYIELDING SPIRIT. HE GIVES OF HIMSELF, EVEN BEYOND HIS OWN LIMITS.

IT IS REMARKABLE TO BEHOLD.

AGREED. AND IT IS THE ONLY THING THAT CAN SAVE THEM NOW.

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HALO
ENCYCLOPEDIA

IN THE 26TH CENTURY, HUMANITY RELENTLESSLY CONTINUES THEIR FIGHT FOR SURVIVAL, AN ENDURING CONFLICT SET AGAINST THE BACKDROP OF THE ENIGMATIC AND ANCIENT RINGWORLDS KNOWN AS HALO.

The universe of Halo is remarkably vast in scale and astonishingly elaborate in detail, telling rich stories filled with bold characters, breathtaking worlds, and thrilling conflicts. In celebration of 20 years of Halo, Dark Horse and 343 Industries have teamed up to deliver the most definitive guide to the universe thus far. Spanning over a hundred millennia and encompassing the full breadth of the galaxy, the *Halo Encyclopedia* captures two decades of storytelling with stunning, never-before-seen art and the most detailed exploration of the universe's many characters, worlds, and technologies to have ever been created.

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